TRAVELLER

CAMPAIGN GUIDE

SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

CAMPAIGN GUIDE

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INTRODUCTION

Deepnight Revelation is an epic, *gigantic,* campaign that will take Travellers beyond everything they know in more ways than one. Writings found on a remote world speak of a terrible threat, and/or great wonder, to be found at the mouth of the Great Rift. It seems likely other races may have already tried to uncover its secrets.

The Travellers will board the Research Starship *RSS Deepnight Revelation,* a converted heavy cruiser outfitted for a 10 year voyage beyond everything that humans have ever experienced. The Travellers must chart a course through unexplored space and meet whatever challenges await them, until finally they reach their goal.

There, at the edge of the spiral arm, the Travellers will face a terrible foe. Can they prevent the destruction of everything? Are they prepared to pay the price? It may be that, having gone beyond everything, there is no return.

REFEREE'S SUMMARY

The adventure *Deepnight Legacy* provides a 'trigger incident' and its consequences, setting up the epic voyage to the far end of the Great Rift. Much of this voyage is through space that has never been charted by humans, leaving the setting wide open for the Referee to create whatever adventures seem appropriate. Additional volumes will detail some of the regions passed through by the great exploration mission, finally leading to the campaign finale at the very edge of the spiral arm.

The story begins when the Travellers reach Point XF-1402, a borderline-habitable world orbiting a brown dwarf in the Great Rift. The Imperial outpost there has gone silent and the supply ship has failed to return. Searching the apparently deserted base, the Travellers find it infested with an alien creature that grows as it feeds on organic material. The world also has strange carvings on a rock face, which seem to be a warning.

Eventually the Travellers are able to puzzle out a meaning:

In the Place Beyond Everything lies extinction of all life.

The Travellers become aware that an expedition is outfitting at Giikur Naval Base. This cannot be a coincidence; the Imperium must be planning to send a mission unimaginably far out to this distant place. If they join they will experience the wonders and challenges of an epic voyage into the unknown, finally discovering the hiding place of what humans call the Deepnight Entity.

The Deepnight Entity is the final form of the being encountered by the exploration ship *Deepnight Endeavour*. Its spores are capable of infecting living creatures and gaining control of their nervous system, in a rudimentary way, at least. If enough material is present, it begins to grow what amounts to neural pathways and will ultimately become capable of directed action, perhaps even sentience. Its goal then is to grow even larger and more complex, requiring even more living tissue as fodder. The final form of the entity is sentient and highly intelligent.

The entity is not malign, as such, in the same way that a landslide does not mean to harm anyone in its path, but if it escapes its current prison its spores will spread far more widely and with far greater purpose than the weak and degenerate forms already encountered. With a whole galaxy teeming with life to feed upon, the entity will grow ever larger and more powerful until there is nothing left to sustain it.

This gargantuan being is a threat to all living things in the spiral arm and perhaps even the entire galaxy. In the end it will fall to the Travellers to contain or destroy it… or to die in the attempt, perhaps gaining immortality as they are absorbed into the entity's expanding consciousness.

CHAPTER ONE

THE TRAVELLERS

Deepnight Revelation follows on from the adventure *Deepnight Legacy,* although the Travellers need not have played through that adventure to begin the campaign. Those who also played *Deepnight Endeavour* may have additional insight into the threat they face and greater resolve to prevent a mature entity being loosed upon the universe. This is not necessary, however. *Deepnight Revelation* stands alone as a complete campaign.

In the campaign, the Travellers are crewmembers or officers aboard the Research Starship *Deepnight Revelation.* Their mission is an epic one; a 10 year voyage beyond Charted Space to the mouth of the Great Rift, to investigate a mysterious interstellar phenomenon referred to in ancient stone-carvings and the ravings of a madwoman.

The Travellers may be among the mission's leaders or its experts. They may be ordinary crewmembers with little input to the planning of the mission, if they prefer. They may even be aboard for all the wrong reasons, seeking to escape enemies or evade the law. What is certain is that they will need to work together and become the arbiters of success or failure during the incredible voyage of *Deepnight Revelation*.

THE EXPEDITION

The mission is simple enough in concept yet grand in scope. *Deepnight Revelation* will voyage along the periphery of the Great Rift, undertaking exploration and research as she goes, until the expedition reaches the mouth of the rift. There, a full exploration and investigation is to be carried out into a mysterious radio source whose location coincides with the point described in the carvings.

The mission's overriding goal, known to everyone aboard the ship, but not widely disseminated beyond the project, is to learn about the threat or wonder described in the carvings and how it relates to the entity encountered by *Deepnight Endeavour*.

In addition, the expedition is tasked with undertaking a general-to-specific exploration of star systems along, and to the sides of, its route. General exploration will indicate points of interest, which will be investigated if the mission's commanders choose to do so. However, the primary mission is of paramount importance. Side expeditions can be only of short duration and must not delay the advance of the mission.

By the end of the mission, there will be an explored corridor running along the side of the Great Rift, with some areas quite well researched and others subject only to cursory inspection. Follow-on missions will use data gathered by this first expedition to conduct voyages more limited in scope but of similar duration, allowing study in depth of any interesting finds.

The final goal of the mission is a radio source designated Terminus Point, which coincides with a location indicated by a researcher infected by the Deepnight Entity. The Travellers must investigate to determine if there is a connection between the entity discovered in Charted Space and any present at Terminus Point. The Travellers will assess the threat and act accordingly.

TRAVELLERS ON THE MISSION

There are many possible roles for Travellers on this mission. The Referee should tailor the level of responsibility that a group receives to their desired style of play. Some Travellers will become frustrated if they are just cogs in the great wheel; others will find the responsibility of controlling the ship and crew too much for them. There is always room for Travellers at different levels of command – the captain of a gigantic research ship might value the input of a scruffy interstellar drifter outside the chain of command, for example. It is also possible to play multiple Travellers, switching from one set to another as circumstances change. In this case it is often useful for the most senior members of one group of Travellers to play the most junior in another. This gives everyone a chance to make decisions that matter, although at very different levels.

Top-Level Command Staff include the overall mission commander, the commanding and executive officers of *Deepnight Revelation* and the most senior scientists and explorers on the mission. Travellers playing at this level will find themselves making 'big picture' decisions, such as which ships to assign to a side trip or whether to stop

over for a month to study an interesting alien race. They directly control the course of the mission.

Senior Personnel include officers commanding parts of the ship's crew, scientists and experts of various sorts. Travellers playing at this level will receive direction from top-level command staff but have a degree of autonomy and considerable resources at their disposal. For example, the Travellers might be given command of a scout ship sent on a side mission, with a clear set of instructions about where to go and how long to remain before catching up to the parent vessel. Once on their mission they will have to decide how to proceed and deal with any challenges they encounter. Senior Personnel have input into how the mission is to be directed.

Important Personnel include officers of various departments and lower-level scientists or experts who can be expected to lead or be part of small teams. Important personnel have relatively little input to the overall direction of the mission but often be given a general set of instructions and the authority to decide how to proceed. An example might be a planetside exploration team or group of generalists acting as troubleshooters in support of other, more focussed, groups.

Junior Personnel include research assistants, ordinary crewmembers and other non-critical members of the mission. Junior personnel have little autonomy and will normally be assigned to support teams including experts. Travellers playing at this level can still be caught up in great events and may be assigned to 'the sharp end' of the mission far more often than the most senior officers and scientists. It may be that the heroes of the expedition turn out to be the drivers, sample-box fillers and research assistants who end up always being present when big events occur.

Wild Cards include personnel with unusual skills or who have joined the mission under unexpected circumstances. They may not fit in very well with the command structure but can provide a useful insight. Their experience might cover something the mission planners did not think of, so might be the vital component in solving a major problem. Alternatively, wild cards might make themselves useful as best they can but be an irritant to the commanders as often as not.

Example Traveller Group

A five-person group of Travellers might decide to play at very different levels and still all have something useful to do. One Traveller might be a member of the top-level command staff, as the most senior xenoarchaeologist on the mission. Such an expert would be carefully protected but might still have to go into the field, which provides the Referee with a reason to bring the Travellers together.

The xenoarchaeologist is assigned to one of the mission's jump-capable scout ships as her base of operations and its captain – a member of the Senior Personnel group – is one of the Travellers. So is the ship's engineer, playing at the Important Personnel level. With a good general education this Traveller finds himself also serving as liaison and problem-solver to the xenoarchaeologist.

Another Traveller does not like the idea of making big decisions and plays an ex-marine now serving as a general crewmember and assistant at the Junior Personnel level. The last Traveller is a wild card – a wandering spaceport bum who got involved in the mission by chance. She is resourceful and intelligent, and can sometimes solve problems others cannot. On the other hand she is not in the chain of command and has nebulous status. This can be useful when operating outside of normal channels but quartermasters are reluctant to issue her equipment and not everyone trusts or approves of her.

This group could operate at various levels as the mission unfolds, with each Traveller having the chance to contribute in various ways. The xenoarcheologist gets to meet with other top-end commanders and decide policy; the scout ship captain is lord and master of his ship when it is away from *Deepnight Revelation*. The engineer, marine and drifter bring their skills to bear on problems the others cannot tackle.

In short, a voyage to the edge of the spiral arm is a big undertaking and there is room for Travellers at all levels. The game experience of a group controlling the actions of the fleet as a whole might be quite different to that of a group composed of deck hands, security guards and research assistants. The Referee should tailor the style of play to the preference of the Travellers but occasionally dump them into a situation where they are out of their depth.

THE SPECIAL ADVISORY GROUP

If the Travellers have played through the *Deepnight Legacy* adventure they will already have experience of long-range starship operations – although not on the same scale as their new mission – and they will have gained first-hand knowledge of the entity. This alone would be enough to make the Travellers a good choice for a special role aboard *Deepnight Revelation* but they may have other special attributes as well.

If the Travellers were able to figure out how to create a counteragent, this will be available at the start of the mission. The creators of the agent will be of great

PRE-CAMPAIGN CHOICES

Before beginning preparation for the campaign, the Referee needs to make two important choices. The first is what level of control the Travellers are to have over the ship and crew. Some groups will want to command the mission and make the big decisions, whilst others will prefer to play out adventures along the way but leave the big decisions to others. Both approaches are entirely valid. It is also possible to use a combination of these methods, whereby the Travellers are not the top echelon of the mission command staff but have some input to their decisions. Influencing the captain and mission commander to go where the Travellers want might be an interesting exercise, especially if there are other factions aboard *Deepnight Revelation* who want to do something different.

What is important is that the Travellers get to make meaningful decisions. This can be at various levels. If the Travellers prefer to let the command staff run the ship and decide where it goes, they will still be able to control their own fate during missions or when a crisis occurs. Their choices at critical points in the voyage will also still influence its success. This option has the advantage that it allows an episodic style of play, in which the Travellers are assumed to be carrying out routine tasks between major incidents and some elements of the mission become background for the Referee to use rather than requiring the Travellers to keep track everything that happens.

Once the level of command has been established the Referee should decide on the level of detail to assign to logistics and record-keeping. If the Travellers choose not to take command-level positions they can ignore the day-to-day needs of supplies and maintenance, however the Referee must still decide how closely to track them. The full rules presented in the *Referee's Handbook* can still be used, or the Referee can choose to use the supply situation as a narrative and plot device. Let this be fair warning: if the Travellers choose not to involve themselves in the running of the ship and crew, they are giving the Referee the right to simply tell them 'supplies are running short' or 'pinnace three was lost in a docking accident' if the next adventure requires it.

The supply mechanics, crew fatigue and similar rules are designed to impose restrictions and create challenges, so if the Travellers do not want to manage their supply situation themselves they must live with the consequences if someone else does so. It may be that a group of Travellers who take charge of the mission find it unfolds more smoothly than those who assume someone else is keeping track of ration blocks and replacement circuit boards…

interest to the mission's backers. Even someone without scientific skills might be offered a role among the science staff, since they are clearly the sort of 'ideas generator' that the mission needs.

The Travellers may be offered command roles on the expedition but even if they are not they will be given special status on the voyage as part of the Special Advisory Group. Composition of this group may change over time but the SAG is intended as a sounding-board for the commanders' plans and a source of ideas and advice. Thus, even Travellers who hold very low rank aboard the ship will be involved in high-level planning if they want to be, so may come to be relied upon by the commanders as troubleshooters or leaders for difficult missions.

In short, the Special Advisory Group is a way of explaining why a lowly drive hand keeps ending up at the forefront of all the adventures, as well as giving low-ranking Travellers a way of determining their own fate.

MISSION ORDERS

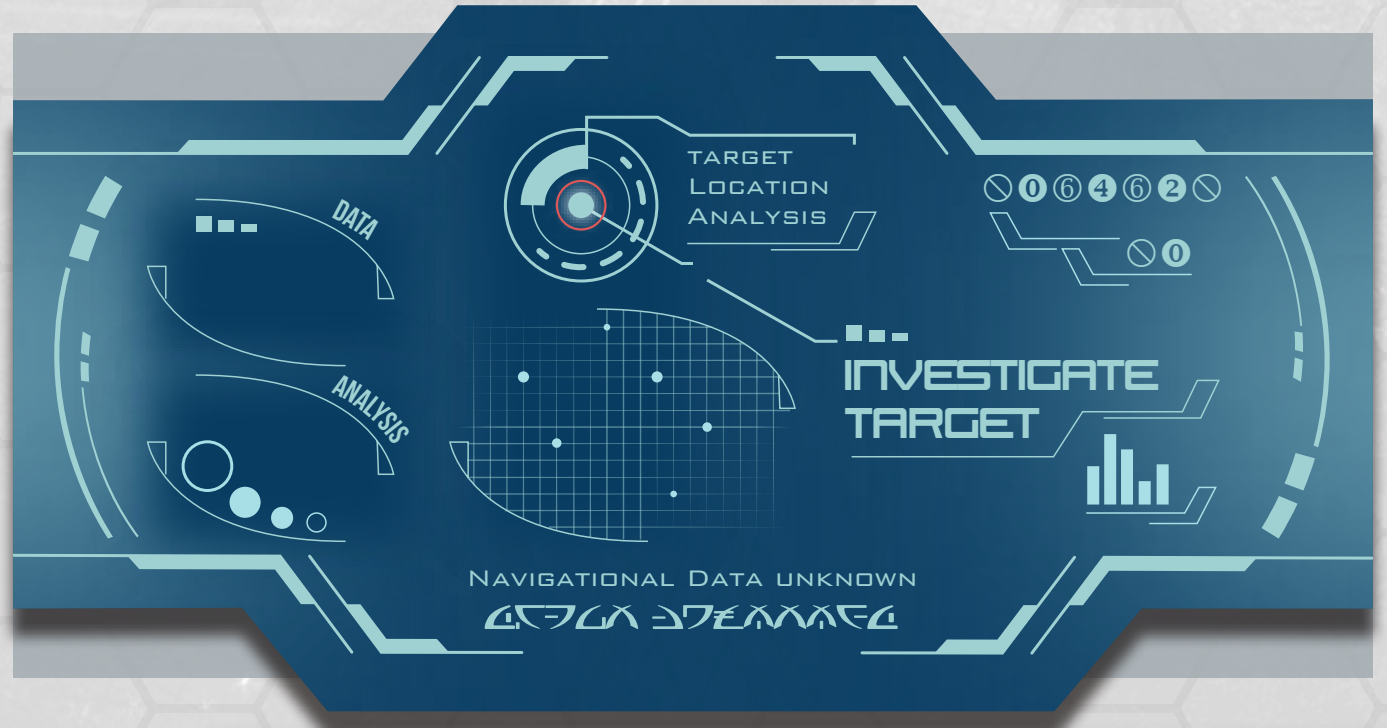
Every person aboard *Deepnight Revelation* is aware of the mission's purpose and either committed to it or has a good reason for pretending to be. The details have to be worked out as the need presents but command decisions are directed at fulfilling a distinct set of goals:

- To reach the mission's ultimate objective and return to Charted Space.
- To investigate the mission's target location and learn as much about the 'threat or wonder' alleged to be found there.
- To chart the star systems and worlds along the path of the expedition.
- To investigate points of interest as they arise, with due regard to maintaining progress of the expedition.
- To learn about alien races and cultures encountered on the way and contact them if appropriate.

Many of the subsequent goals are subsumed within and modified by the first two. For example, contacting an alien race might provide useful navigational data or the opportunity to make repairs to an increasingly hard-used ship. Opportunities to advance knowledge are worthy in their own right but the mission must take priority. On the other hand, funding was obtained on the understanding that the mission would produce a wealth of new data. The crew have a responsibility to learn everything they can along the way.

Balancing meaningful research into points of interest or cultures encountered with the progress of the overall mission is both an internal and external matter. The requirements of the mission's patrons, now very far away, may not matter all that much to the Travellers but scientists on the mission will, at times, clamour for the chance to turn aside or stop for a few weeks at some fascinating place. Even if the Travellers make up the entire command staff there will be representatives of the mission's patrons in important positions and they will push for meaningful research.

While the mission's goals may seem clear and simple, there are some difficult decisions ahead.



C H A P T E R T W O

OVERVIEW OF THE VOYAGE

The final goal of the voyage is the mouth of the Great Rift. The Travellers cannot be sure exactly what is there but the point they are looking for is marked by erratic and confused radio-frequency emissions. These do not appear to be an attempt at communication. Indeed, what they most resemble are the signals from several pulsars or similar stellar phenomena, all interfering with one another. To do so, they would have to be close together, an unlikely situation. All that is clear is that the point of emission correlates with other data the Travellers have obtained. In short, they know where they are going and that it is important they get there, although little more than that.

In order to obtain funding for the mission, the Deepnight Corporation decided it had to do more than research this one phenomenon. The Travellers are expected to create star charts, survey worlds, investigate points of interest and contact aliens encountered on the way. Pre-arranged points have been designated for them to drop data buoys with their mission logs aboard, in the hope that a follow-up mission can be funded before the return of *Deepnight Revelation*. Ideally, these follow-up missions will recover data obtained up to that point in the mission and undertake further exploration in the area before turning back.

THE ROUTE

The necessity of launching the mission from the 'outside' of the Great Rift's curve adds a great deal to the potential transit distance, however it would be necessary to go through the Solomani Rim or Aslan Hierate otherwise, which was not possible. A transit around the outside is feasible but would be around 1,200 parsecs in length. Mission personnel were briefed to be prepared for that possibility but every effort is to be made to shorten the trip.

The intended route is in planned stages, with halts to re-provision and undertake maintenance on the ship at regular intervals. However, beyond a relatively short distance outside Charted Space the Travellers will have to find suitable places to undertake these activities. Since there is no data on the systems the mission will pass through, forward planning at the start of the mission can be, at best, very general.

USING TRAVELLERMAP.COM

Travellermap.com is an excellent resource for Traveller games but must be used with caution. Anyone can add to the online map and the associated Traveller Wiki entries, so whilst some of the data there is approved canon, much was added by fans from their own campaigns. It is easy to mistake unofficial data for canon and, in some cases, fan material is hard to reconcile with the canon Traveller universe. The Referee can of course ignore anything, canon or not, unsuitable for the campaign, so Travellermap.com and other resources should be used as sources of ideas rather than a straitjacket.

STAGE 1: THE DEMNAN RENDEZVOUS

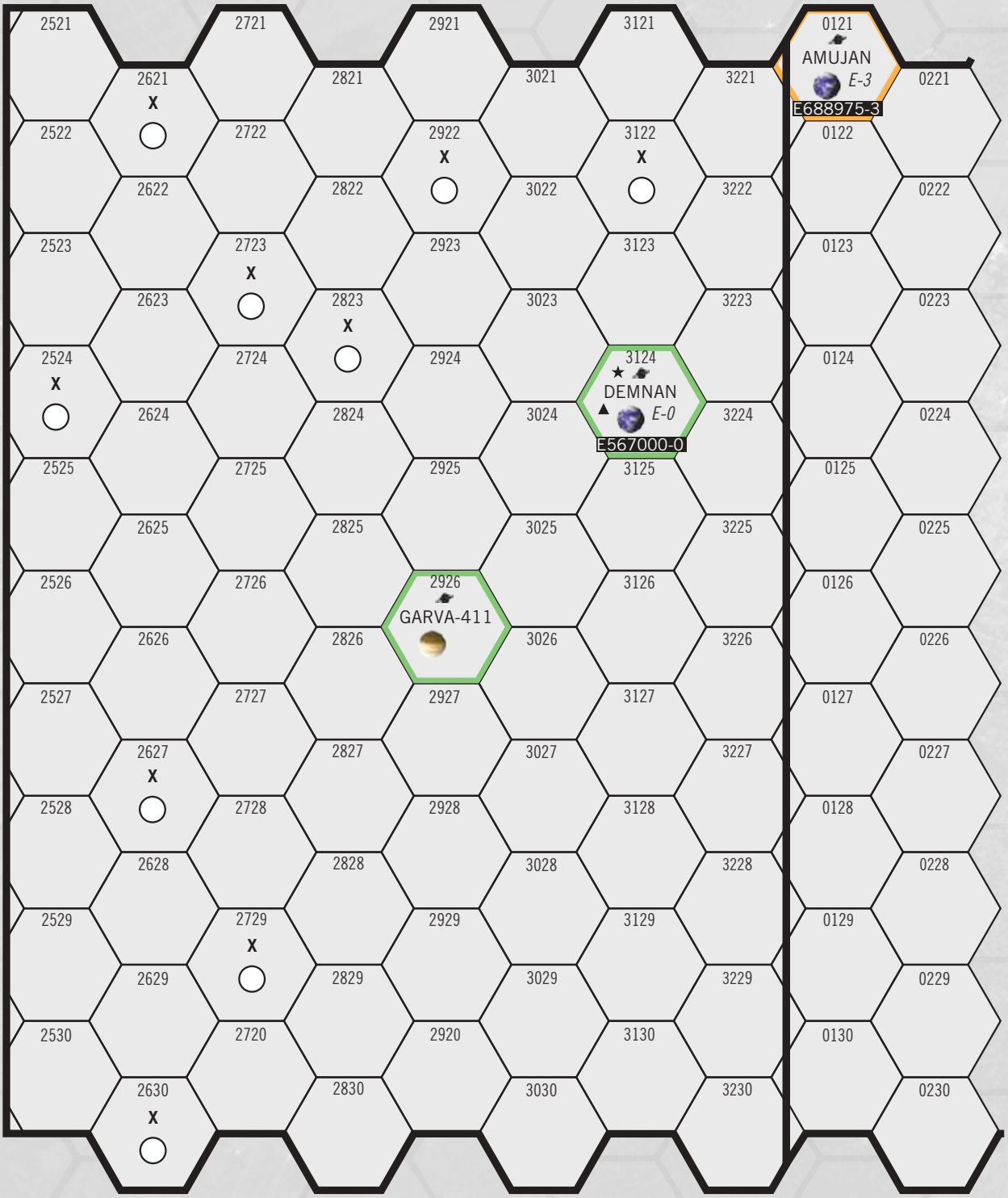
The first leg of the mission involves only a little exploration. Advance scouts have already been sent to map the projected route and supply caches are being set up. *Deepnight Revelation* is expected to make an average of 10-12 parsecs per month, possibly more, parallel to the Great Rift from Giikur Naval Base in the spinward end of the Vland sector to Marshalling Point Demnan.

Point Demnan is named for the leader of a Scout Service expedition beyond the spinward edge of the Spinward Marches during its early colonisation. Other marshalling points are named for famous explorers, which may strike the Travellers as worrying since many of them went missing or met with disaster. Demnan is not one of those; she had a long and successful career, eventually retiring on Rhylanor.

Point Demnan was chosen for its proximity to Garva-411, a neutron star on the edge of the Great Rift. Using the powerful and distinctive radio signals from the neutron star as a guide, the Travellers should have no difficulty in locating their rendezvous point.

The transit is roughly nine sectors in length or around 325 parsecs. It is hoped that *Deepnight Revelation* will be in place within 30 months and no later than

36 months after leaving Giikur Naval base. A fleet tender with repair facilities has already been dispatched to meet the expedition and will be waiting at Point Demnan. Any systems requiring repair will be dealt with at this point, after which *Deepnight Revelation* must make do with her own resources. Any crewmembers who cannot cope with the rigours of the mission or who have become injured will be taken off at this point. Overall, whilst the Spinward Transit does include some exploration and data gathering, it is more of a shakedown for the mission proper.



STAGE 2: THE RIFTSEDGE TRANSIT

After leaving Marshalling Point Demnan, *Deepnight Revelation* is entirely on her own. Very little is known about the region of space she will pass through, so exploration will be required simply to find a way forward even if few points of interest are discovered.

The destination of this transit is a point designated NSY-X by the mission's planners. It is not a specific star system but a region of space identified by reference points including radio sources and bright stars. The expedition crew will choose a suitable termination point for this transit when they reach the target region.

The transit from Demnan to NSY-X is around 120 parsecs, at an expected average of 8-10 parsecs per month. *Deepnight Revelation* should arrive around 10-12 months after leaving Marshalling Point Demnan. This places the expedition in position to begin searching for a crossing point of the Great Rift no later than four years after leaving Giikur Naval Base.

STAGE 3: NSY-X

The first critical point in the expedition is the ability to get across the Great Rift. If this is not possible the mission will have to go the long way around, which will add years to the transit each way. The Great Rift is around 40 parsecs wide at a point designated NSY-X by the Scout Service personnel assigned to study it. NSY stands for 'Near Side of Yonder', a term that has attracted some displeasure from senior officials but is considered apt by many mission personnel.

Deepnight Revelation is expected to spend some time in the Near Side of Yonder, searching for a crossing point or assembling fuel caches in deep space. Once a crossing has been located, the expedition should push ahead unless something of great interest has been identified.

It is expected that the expedition will be on the far side of the Great Rift within 12 months of arriving at point NSY-X. Note that there is no resupply or support after Demnan; *Deepnight Revelation* will have been in space for five years without visiting a dockyard.

STAGE 4: THE GREAT TRANSIT

The fourth stage of the mission is a long transit towards the mouth of the Great Rift, in an almost directly spinward-rimward direction. The marshalling point for this stage of the mission is designated FSN-X, for 'Far Side of Nowhere'. Again this has attracted adverse comment from the more certain personnel associated with the mission but it seems appropriate to most involved. The marshalling point for this stage of the mission is defined by Object FSN-X, a pulsar indicated on the carvings. It has been chosen purely because it is easy to locate and, whilst interesting, has no particular significance to the mission except as a landmark.

This leg of the journey is around 300 parsecs and is expected to take around 36 months. *Deepnight Revelation* should be in the vicinity of FSN-X eight years after leaving base.

STAGE 5: THE FINAL TRANSIT

The final transit continues in a spinward-rimward direction for around 150 parsecs. This is expected to take around 18 months, placing *Deepnight Revelation* on the trailing side of the Riftmouth around nine and half years after leaving its base. The marshalling point for this part of the mission is VS-X, for 'Voidshore', a term coined by mission personnel for the region. VS-X is an arbitrary point defied by bright and distinctive local stars.

STAGE 6: EXPLORATION OF THE VOIDSHORE

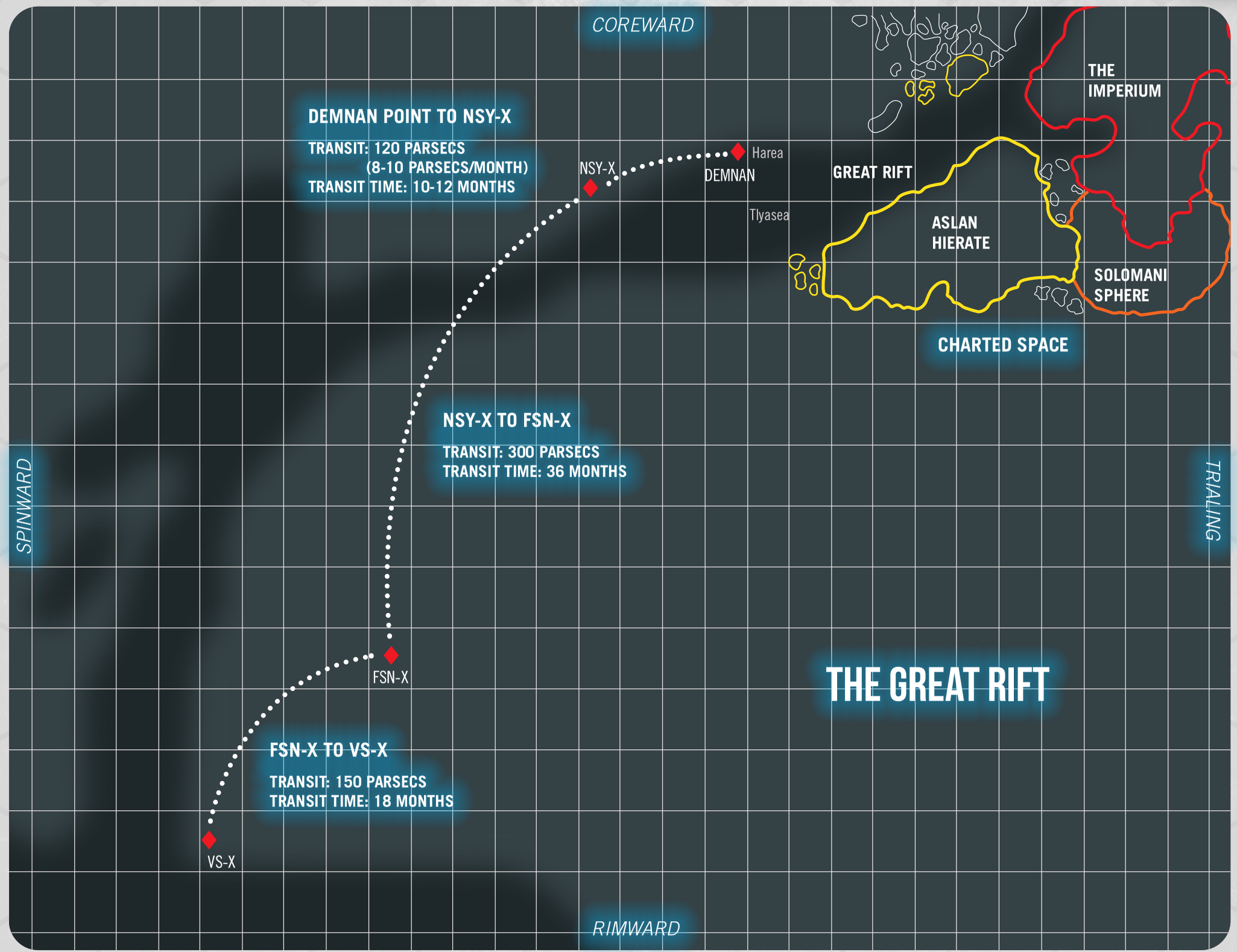
Deepnight Revelation will conduct a detailed exploration of the Voidshore region whist seeking a route to the final destination of the mission. This is a point in the mouth of the Rift, designated Terminus by the mission planners, which is the source of strong and confusing radio signals.

STAGE 7: RETURN

Exploration of the Voidshore region and Terminus Point is expected to continue for 18-24 months after the arrival of *Deepnight Revelation*, during which time Terminus will be thoroughly investigated. The mission commanders will then designate targets for investigation during the return leg of the mission. It is expected that the earliest *Deepnight Revelation* will begin the return leg will be around 10-11 years after mission start and it is quite possible she will remain in the Voidshore region for several more years. The return journey may be slower than the outward transit, if there are points of interest to investigate, although it may be possible to make rapid progress through known areas. The earliest expected return is 20 years after departure, with a projected arrival back at base some 24-28 years after departure.

EXPEDITION PLANNING

The official and public version of the mission brief is not untrue, although it is light on certain details. The expedition has been widely publicised as a grand endeavour to chart the mysteries of the Riftsedge region, all the way to the edge of the spiral arm, and to examine 'certain astrographical phenomena'


COREWARD
THE IMPERIUM
DEMNAN POINT TO NSY-X
TRANSIT: 120 PARSECS
(8-10 PARSECS/MONTH)
TRANSIT TIME: 10-12 MONTHS
NSY-X
Harea
DEMNAN
Tlyasea
GREAT RIFT
ASLAN HIERATE
SOLOMANI SPHERE
CHARTED SPACE
NSY-X TO FSN-X
TRANSIT: 300 PARSECS
TRANSIT TIME: 36 MONTHS
SPINWARD
TRAILING
FSN-X
THE GREAT RIFT
FSN-X TO VS-X
TRANSIT: 150 PARSECS
TRANSIT TIME: 18 MONTHS
VS-X
RIMWARD

detected along that path. These are actually going to be investigated, partly out of genuine interest and partly to maintain secrecy about the Deepnight Entity. All personnel accepted for the mission are made aware of the real goal, with a choice to continue or drop out under strict conditions of secrecy.

The mission brief is simple, at least in outline: reach and investigate the location contained within the carvings, whilst also carrying out general exploration of the route and detailed investigation of points of interest along the way. The mission commanders must balance the benefits of a stopover to carry out research against the need to reach the ultimate target and return with useful information. They also need to balance the benefits of an extended study of some point of interest against the possibility that the ship or crew may simply become worn out.

Conservation of equipment and personnel is important to ensure the mission is carried out but it will also be necessary to expend either (but ideally just equipment) at times to deal with a situation or get a job done. This will be a constant trade-off for the expedition's leaders and anything that increases the duration of a transit or the mission overall also increases the chance that *Deepnight Revelation* will not be able to get home.

Overall, the mission commanders face the tricky task of ensuring they arrive at the target able to complete the mission and return with data without being so parsimonious they pass up opportunities along the way. Personnel at lower levels of command must make do with the resources they are allocated, although they can always request backup or additional equipment and hope their pleas are answered. A Traveller at a higher level of command can simply assign whatever they want to their subordinates but must answer for their decisions either to higher officers or the crew as a whole when there is a shortfall caused by a Traveller in a very senior position.

What the Travellers should not suspect as they set out, or even as they reach their final goal, is that it is highly unlikely they will be going home at all. The campaign finale will, more than likely, send the Travellers on to further adventures beyond the galaxy itself.

OTHER EXPEDITIONS

Deepnight Revelation is by no means the first vessel to attempt this voyage. The Referee may wish to have the Travellers find evidence of other expeditions, perhaps some of them of recent Imperial origin. This should not be overdone, however, as the circumstances leading to the mission are quite unusual. Published materials will contain references to at least two other expeditions originating in Charted Space.

The Solomani Mission

The Solomani launched a mission of their own towards the same target point. It departed some years ago, along a much shorter route than *Deepnight Revelation* was forced to select. The Imperial authorities know little about this mission – the Solomani Confederation is secretive at the best of times and learning about an exploration departing from the far side of their space is a difficult task. What is known is based on vague and patchy information but it seems that the Solomani are interested in the rim-fringe area and have sent several expeditions that way. They have even attempted a crossing to the Perseus Arm.

What little is known about the expedition does not suggest they know anything about the Deepnight Entity. Of course, this is hardly conclusive but it appears the mission was to map the sectors along the fringe of the spiral arm, terminating at the mouth of the Great Rift. The unusual radio signals emanating from Terminus Point will surely have attracted the attention of Solomani explorers, so they may well have the same final destination as *Deepnight Revelation*. Their present whereabouts and fate is unknown.

The Solomani expedition will not be encountered short of the Voidshore region, since their path does not intersect with that of the Travellers. The mission consisted of three more or less identical ships operating on a cooperative 'buddy support' system. One was badly damaged and had to be abandoned, her crew and all usable components brought aboard the other two. These reached the Voidshore region some time ago and began exploring. The expansion *Voidshore* will cover the fate of these vessels.

The Ancients Mission

Some 300,000 years ago, the Ancients became aware of the Deepnight Entity and decided to investigate. They sent an advanced exploration ship along a path broadly similar to that taken by *Deepnight Revelation*. Humans know nothing of this mission, or its fate, but the Travellers will find evidence of the ship and her crew as they progress.

The Ancients mission met with disaster just short of its goal. *Deepnight Revelation* will eventually discover the fate of these intrepid starfarers of long ago. By the time they do so, they should be familiar enough with the Droyne to see them as kindred spirits and perhaps even a strange sort of friend.

CHAPTER THREE

REFEREE'S INFORMATION

The following information is intended for the Referee to use in planning and running the campaign. Additional volumes will detail some sections of the mission but there are large areas in which the Referee's creativity has free rein.

THE MISSION'S BACKERS

The expedition was commissioned by the Imperial authorities, who do not suspect the full nature of the threat posed by the Deepnight Entity. At any given time there are multiple potentially serious threats, and resources are limited, so the decision was made to engage an exploration company to undertake an investigation partially as a private venture and partially to determine the nature and extent of the threat. There are likely similar expeditions headed out to investigate other anomalies and worrying rumours.

The Imperial authorities are aware of the insidious nature of the entity, although they do not yet understand its life cycle or realise its potential. They have no idea how powerful it could grow – or has grown in its prison at the edge of the spiral arm. The authorities are realistic that a creature such as that encountered by the research ship *Deepnight Endeavour* could pose a threat – but then so could a terrorist group with a nuclear warhead, or a plague carried from one world to another, or an intermittently hostile major power such as the Zhodani Consulate. Then there are the K'kree to consider…

In short, the Imperial authorities have assessed the threat based on known data and decided it needs investigating. The simplest way to get that done was to throw a few contracts and hundreds of millions of Credits at the problem, allowing the Imperium to focus its resources on more pressing problems like the recent surge of pro-Solomani sentiment along the rimward frontiers and a series of assassination attempts on members of the high nobility.

The Deepnight Corporation was chosen to outfit and launch the expedition. The corporation has a good track record in large-ship, long-range exploration, and a pool of expertise to recruit from. Many of the mission personnel are employees of the company, although such a specialist undertaking required a much wider recruiting effort.

There is nothing sinister or underhand about either the Imperial or Deepnight involvement. Indeed, neither really knows what it is getting into. However, there are representatives of both aboard *Deepnight Revelation* and they are clear on their goals. It should be obvious to the Travellers that other members of the crew are likely to be loyal to either the Imperium or the corporation (or both) and will act to prevent the mission from being derailed or suborned to some other agenda.

This core of loyalists might become a faction among a divided crew or could cause friction and dissent if the Travellers make decisions that affect the mission's long-term goals. More likely they will earnestly and truthfully remind everyone of their patrons' expectations and their own pledges to carry the mission through. There is no secret agenda on the part of either the Imperium or the Deepnight Corporation but they have both invested a great deal in the expedition and rightfully expect its personnel to remain within its parameters instead of wandering off to do whatever they please.

THE DEEPNIGHT ENTITY

The Deepnight Entity was given its designation for lack of anything better. No one in Charted Space really knows what it is or its full potential; what is known comes from encounters at the outpost on DK-B1 Alpha and the exploration ship *Deepnight Endeavour*. The entity is parasitic and will ultimately kill its host – whether that host is a person or a whole planetary ecosystem – and can only survive by spreading or causing servitors to bring it suitable food.

The entity can survive as nothing more than a clump of cells and can apparently remain dormant for long periods in conditions of extreme cold or vacuum. Once it finds organic matter to feed upon it will increase in size and eventually complexity, gaining greater capabilities as its central nodes reach complexity, although exactly when that happens is unknown to Imperial scientists. If it is allowed to spread, the entity could consume everything on a planet and perhaps reach other worlds where it will do the same.

The entity spreads and obtains food by a process referred to by human scientists as infection. The

simplest method uses 'spores' which are actually detached cells of the organism. Any contact with an infected being or area can result in exposure. Infection is unlikely (but possible) through skin contact, more likely through breathing or swallowing infected material and almost certain if spores enter the subject's bloodstream. Once infected, a creature or plant begins to be consumed, although it goes through a period of growing more cells of the type that infected it before any outward signs become visible. Plants are consumed for food, as are some animals and people. Those more useful are directed by an instinctive process to support the growth of the entity. These servitors eventually degenerate into uselessness and are directed to where they can be used as food for the main mass.

The infection is driven to create clusters of its cells, taking the form of massive fungal growths, often with body parts of creatures visible within. A cluster that grows large enough begins to develop what appear to be neural pathways, or a facsimile of them, and can direct its servitors. If a cluster becomes large enough, it can begin to semi-consciously direct people or animals. A truly huge cluster will become self-aware, although this has not been observed by human scientists.

A cluster that has begun to form neural pathways has a cunning animal-level intellect housed in a central cluster of fungus-like material and is capable of controlling distant parts of itself such as humans infected with its cells, using what appears to be a form of telepathy or telempathy.

An immature entity knows nothing of malice or hatred. It simply does what it needs to in order to survive and grow. It cannot be bargained with or bribed; it has no remorse or mercy but will ignore anything it does not need to deal with. Its actions are driven by instinct to feed, grow and increase in size. It does not make choices as such, although it is capable of withholding an action if there is the prospect of greater advantage in the future. For example, an entity might not attack the first creature that approaches it in the hope that others will come once the entity is established as being harmless.

An entity needs living cells to add to its mass and feed those cells with organic matter. Its life processes slowly break down its own structure, requiring replenishment with additional living matter. Animal cells provide high-value sustenance, with items such as preserved food being of much lower value but still better than nothing.

An immature entity exists only to live and grow, but its instincts and understanding of the universe expand as it gains in size and produces more neural pathways. Absorbing self-aware beings with advanced cognitive functions may also allow a developing entity to learn but not in the academic sense humans are used to. Instead, its ability to sense and react will grow as it absorbs more people, then wane again as they degenerate and their braincells deteriorate.

An entity at any stage of its development has a primary cluster, the seat of most of its main functions. This is immobile, consisting of twisted fungus-like growths with discernible body parts of previous victims slowly being absorbed. Secondary clusters are similar but smaller. It is not clear if secondary clusters will eventually grow into separate entities or remain under the control of the central one. In addition to its clusters an entity may have mobile elements: clouds, creepers and servitors.

STAGES OF GROWTH

The stages of growth of an entity follow a progression based on how large and complex its central cluster has grown. Most of these stages have never been observed by humans.

STAGE 1: REMNANT

Remnants are groups of cells, which may be fragments of an entity or an infected creature that has not been completely destroyed. Without sustenance, remnants will eventually die but they remain infectious until they do. Extreme cold and dry conditions, such as hard vacuum, will preserve infectious remnant material in a viable state for millennia. Once warmth and organic matter are available, the remnant will become active once again but is unlikely to be able to move around to seek sustenance. Infection is thus a matter of chance at this point.

STAGE 2: COLONY

Infectious material that comes into contact with organic matter will begin to consume it. Even soil will provide a little sustenance; dry dust will not. A creature may be infected by eating contaminated plant matter or accidental contact. This will create a colony – in this sense the term means any large collection of cells not connected with a central mass. A colony might be a clump of what appears to be fungal matter growing in a corner, or an infected creature moving around looking for food sources. A colony has no volition other than an instinct to find more food, with no ability to control or cooperate with other colonies. Two infected creatures may work together if in life they were intelligent enough to do so or controlled by a central mass. Colonies can be deliberately positioned by an entity, perhaps to overgrow and block a doorway.

STAGE 3: MINOR CLUSTER

A minor cluster is large enough to have developed rudimentary telepathic abilities. It can exert control over creatures and beings it has infected. A cluster will always be a static growth; creatures still mobile are considered colonies but this mobility may be used to send a decaying infected creature to a location where it collapses and becomes the core of a new mature colony. A minor cluster can communicate in a basic way with nearby colonies, sensing what they sense and directing their actions on an instinctive level. It is capable of a sort of low cunning but is not intelligent or creative.

A minor cluster typically has 100 hits and regenerates damage taken from normal attacks at the rate of 2D hits per round. It can direct controlled creatures but cannot communicate in any meaningful sense with other beings.

STAGE 4: MATURE CLUSTER

A mature cluster is large enough to fill a starship stateroom and has sufficient neural pathways to permit animal-level cunning. It can control nearby colonies and telepathically sensitive individuals may feel a strange or frightening presence within a few metres of it.

A mature cluster will typically have 250 hits and regenerate from normal attacks at a rate of 3D hits per round. Its psionic abilities are minimal, limited to sensing life and projecting a sort of emotional imperative to its servitors to do what it wants. A telepath trying to communicate with a mature cluster would find the experience strange and disturbing, and would detect only desires to feed and grow. The raw power of these desires could be harmful to a telepath who maintained contact for too long.

STAGE 5: PROTO-ENTITY

Once a cluster grows large enough it begins to exhibit a very basic level of intellect and can solve problems – albeit in the manner of a highly forgetful and unimaginative individual. A proto-entity is on the cusp of self-awareness and capable of making decisions that defer immediate desires in favour of a greater payoff later. The character of a proto-entity is dependent on the creatures it has absorbed; one that has consumed nothing but animals will be less 'clever' than one that has consumed thinking beings.

A proto-entity will typically have 500 hits and regenerate at a rate of 6D hits per round. Its psionic abilities are not intelligently directed but can be assumed to have PSI 1D+2 and the Telepathy talent.

STAGE 6: IMMATURE ENTITY

An immature entity is self-aware and as smart as a typical human in terms of problem-solving. Its communication is still in the form of emotions and drives rather than coherent thoughts but it will recognise thinking minds as being different to animal intelligences. This means only that it will make different use of a Traveller to an animal; an immature entity is not a person as such and has no empathy towards other beings. What is not itself is food for itself and nothing more.

An immature entity may exhibit significant psionic powers, although not all entities do so and this may depend on the beings the entity has absorbed. An immature entity may grow to great size without entering the mature phase – again, this seems to be dependent on what beings it has ingested. It will typically have 1,000 hits dispersed among multiple clusters, which do not need to be physically connected. It may deliberately place one or more of its clusters to carry out a specific task such as protecting an approach to the main cluster, accepting food from servitors or as a decoy. Each cluster regenerates normal damage at a rate of 1D hits plus 1D for every 100 hits it has every round.

The PSI of an immature entity can vary enormously depending on what it has consumed. Typically PSI should be determined by rolling 1D and adding the results of that many D3 rolls to it. Thus one entity might have a strength of 1 plus D3, another 6 plus the result of 6D3. A mature entity will have the Telepathy talent and may also display Clairvoyance and Telekinesis. Unusual talents are also possible.

STAGE 7: MATURE ENTITY

A mature entity is considerably smarter than a human and will normally have tremendous psionic potential, including exotic powers. Exactly what these are depends on what it has fed upon along with other factors, such as the surroundings of its central mass and its age. It can communicate meaningfully either by telepathy or through a controlled creature if that suits its purposes and is clever enough to lie or manipulate.

A fully mature entity will typically have 5,000 hits dispersed among multiple clusters, which regenerate at the rate of 1D hits plus 1D for every 100 hits. PSI is determined by rolling 1D and adding the results of that many 1D rolls to it, for a range of 2–42. A mature entity will have the Telepathy talent and possibly others.

STAGE 8: FULL POTENTIAL

The upper limit of an entity's full potential is unknown. It may be infinite. The Deepnight Entity at Terminus Point is well on its way to reaching full potential and has psionic control over gravity among other exotic talents. This entity is detailed in *Terminus Point*.

CONFRONTING A CLUSTER

Clusters are immobile masses of protoplasmic flesh and what appears to be ropy fungal matter. Typically a cluster consists of several clumps of matter linked by tendrils, with half-absorbed creatures visible here and there. A larger cluster may have half-absorbed shamblers sticking out of it, which grab at anyone getting too close. It will usually have several still-ambulatory shamblers close by to protect it.

In addition to any shamblers or controlled creatures it may have available, a cluster can also attack with tendrils. These do not make single attacks like normal creatures; instead the onslaught of tendrils will affect the Traveller unless they avoid them. The mass can either strike or grab each target within reach every combat round. A Traveller can avoid a grab or strike attempt by making a DEX check. The difficulty is Routine (6+) in areas with few tendrils, Average (8+) in an area with significant growth and Difficult (10+) in a heavy infestation such as a major cluster.

Tendrils used by a mass to attack Travellers strike for 1D or 2D damage depending on their size or thickness. This may send a Traveller staggering, requiring an Average (8+) DEX check to avoid falling or being sent stumbling towards the main mass. More commonly, the creepers will grab and drag a Traveller. It will usually take 3D rounds to drag a Traveller to the main mass; once grabbed the Traveller will not be struck or released. The entity will seek to drag them to the central mass and extend tendrils into their flesh, gradually absorbing them as food or releasing them later as a shambler.

A Difficult (10+) STR check – which can be made as a task chain with the assistance of others – with a positive Effect prevents the Traveller being pulled any closer, whilst an Effect of 6+ is required to free them. It is possible to cut tendrils holding the Traveller by inflicting six points of damage on them with a bladed weapon or similar device capable of cutting organic tissue. This leaves some creepers hanging on the Traveller, which will need to be removed. Cutting away tendrils will not harm the cluster; they simply fall to the floor and are eventually re-absorbed. Tendrils may even begin to grow from their new attachment point if organic matter is available to feed them.

The fungus-like material that makes up a cluster is difficult to harm with conventional weaponry. Explosives, energy weapons and fire cause damage normally but high-velocity projectiles, blades and bludgeoning weapons do damage using 1D3s rather than 1Ds, so a club normally inflicting 2D damage only does

2D3. Impaling weapons and low-velocity projectiles like spears or arrows do one point of damage per 1D normally rolled, ignoring any additional bonuses. Thus a thrusting sword normally inflicting 2D+2 damage only does two points of damage to a cluster. Extreme cold will cause a cluster to become dormant but will not kill it, although it will use its own tissues to feed slowed life processes and may eventually die. The time frame for this to happen is measured in decades or centuries.

Impacts and explosions that cause damage will also throw pieces of a cluster around, which can create a secondary hazard or allow another area to become infested. Careless Travellers who do not clean weapons after combat with a cluster or its tendrils may carry the infection elsewhere. It is possible for a Traveller to wound a conventional opponent with a weapon that has been in contact with an entity's cells, causing the victim to become infected or rise up as a shambler several hours after being killed.

Clusters can regenerate from most types of damage at a rate of 1D points per round plus 1D for every 100 hits they have and can rebuild themselves if cells have been destroyed by fire or similar attacks. A cluster reduced to zero hits by chopping it up will regenerate quickly by reabsorbing severed parts whereas one that has lost half its hits to fire will need to regrow the tissue. This costs the mass a lot of resources. Rebuilding takes place at a rate of 1D hits per minute but each minute of regeneration costs the mass one of its hits permanently. Regeneration from normal attacks does not use up the cluster's own tissues.

For example, a cluster with 100 hits has taken 30 points of damage from gunfire and 15 from fire. The 30 points of gunfire damage will regenerate at a rate of 2D hits per round, even while the Travellers are still trying to inflict more damage. The fire damage must be regrown. The first minute the cluster regains 1D hits of fire damage but now has a total of 99 hits. The second minute it regains another 1D hits but its maximum drops to 98 and so on.

Destroying a cluster completely requires reducing it to zero hits and then rendering its cells inert or completely destroying them. Once dispersed, the cells of a cluster can be killed by ultraviolet light, hard radiation or even strong cleaning compounds like bleach. The cells are resilient but an entity could be painstakingly wiped out by dropping small sections of it into a bath of acid or other caustic substance. Intense heat contained in a small area would also annihilate the entity's cells.

Servitors

An entity may have various types of servitor. The most basic of these are shamblers; animated corpses in the late stages of degeneration. As soon as a creature is infected its own nervous system begins to break down, replaced with cells from the entity. At first a person retains their free will but is influenced by the entity; later on it gains complete control but only of the husk. Somewhere in between is a stage where the person is more or less fully controlled but retains enough memories to operate doors and even quite complex controls. More mature entities may be able to remember what they have learned-by-doing and get other servitors to repeat the task. An entity that has used a controlled human to enter the access code for a door may remember doing so and get another servitor to repeat the action. It may not remember which door, however, or understand that different doors require different codes.

Some servitors might not be infected but instead under telepathic coercion or even fulfilling a bargain they have made with a mature entity. However, the compulsion to infect and consume everything is overwhelming and a servitor will almost inevitably end its career being absorbed into a cluster or mass. As the nervous system of an infected servitor breaks down it becomes increasingly uncoordinated – hence observers naming the most degenerate of them 'shamblers'. An entity will usually call its servitors back to the main mass to absorb and feed on them before they collapse entirely, although one might be sent to a suitable spot to become the basis for a new cluster.

It is possible for more developed entities to rebuild a shambler to the point where it can carry out complex tasks. This absorbs a lot of resources and would only be done if the entity perceives the need. Less developed entities are not likely to do this.

A controlled person is still alive and can be harmed or killed by normal means. However, a dead controlled person might immediately become a shambler if infection is sufficiently advanced. If not, the infection will spread rapidly through the dead tissue and produce a shambler later. Roll 3D-6 when a controlled person is killed. The result is the number of hours before the corpse becomes a shambler. A result of zero or less indicates that this occurs immediately. Any infected person or shambler poses a threat of infection to others.

A controlled person can be stopped from turning into a shambler by the same means as a shambler can be destroyed. Cremating the body will work, whilst

extreme cold will halt the process until the corpse is warmed up. Dismembering a controlled body will prevent a shambler from arising but the corpse may begin to put out creepers instead. Fighting shamblers and controlled people can be a disquieting affair, with some casualties refusing to stay dead and others beginning to sprout creepers a day or two later. Scenes of previous encounters could become overgrown and choked with creepers.

Whilst controlled people take normal damage from all sources, shamblers are made from the same fungus-like material as a cluster and have the same resistance to conventional weapons. Cutting or blowing a shambler apart renders it incapable of action but does not prevent creepers from growing from the corpse. Only total destruction by fire or similar means will prevent this.

Controlled people can use firearms, although not well. They suffer DM-2 to attack rolls with any ranged weapon and fight normally with hand weapons. Shamblers will use hand weapons if they had them when they become shamblers, although at DM-2 for their clumsiness. They will normally treat firearms as clubs. However, occasionally a shambler will retain enough memory to loose off a few random shots.

Clouds

Clouds are made of spores or cells from an entity. They may be held together by a form of telekinesis; clouds flow as if slightly heavier than air but can rise up a shaft or over an obstruction, although they cannot get past a sealed door or an area exposed to hard vacuum. Contact with a cloud can result in infection, causing the victim to slowly become a shambler. Clouds are used by their parent entities mainly as relatively fast moving scouts and guards, ensuring unprotected personnel cannot approach an area without infection.

Clouds are able to find their way through poorly secured ventilation grilles and similar small openings but defeated by measures as simple as good filters or stuffing rags into cracks around doors. They cannot directly harm a person but anyone exposed runs the risk of infection and they will seem to stick to anyone wearing protection such as a respirator or vacc suit, trying to find a way in. This is frightening and can induce panic.

SHAMBLERS

ANIMAL	HITS	SPEED
Shambler	25	3m
SKILLS	Melee (Bludgeon) 1	
ATTACKS	Club (2D) or Arms (1D)	
TRAITS	—	
BEHAVIOUR	Mindless	

To avoid panicking when under attack by a Cloud: Average (8+) END check (2D seconds)

Panicked individuals will try to flee the area or get the cloud off by some means such as using a shower or fire hose. They may cause secondary problems such as running through a secured door and allowing the cloud into a previously safe area, or crashing into other Travellers and possibly knocking their respirators off. However, for those who keep their heads, the clouds are a creeping, insidious threat rather than an imminent danger.

Clouds can be dispersed by a powerful jet of water or air, although this takes some effort and requires the jet to be concentrated where it will have maximum effect. A dispersed cloud will reform in a few hours but could be contained in a tank or other sealed vessel. Randomly blowing bits of cloud around might expose additional personnel to infection, however.

To disperse a cloud or drive it into or out of an area: Difficult (10+) DEX check (1D rounds)

Clouds are the least immediately threatening yet most dangerous of all an entity's tools. They will eventually get into an area and infect those within, robbing them of their humanity and turning them into a threat to other survivors – and they will know what is happening to them the whole time.

Creepers

Creepers are detached parts of an entity and considered to be colonies. They resemble vegetation or fungal matter and could easily be missed by a cursory glance around a cluttered area. Creepers move slowly, seeking concentrations of organic matter to feed upon. A creeper could in time grow into a small or even main cluster, though the process would be very slow. Mobile creeper segments are small; typically less than 30 centimetres long. However, one that finds a suitable source of nourishment – such as a corpse, hydroponic plant bed or pile of ration packs it can feed a tendril into – will begin to grow and root itself into the food source. Eventually this infestation will grow into another cluster.

Creepers, like clouds, are more of an insidious threat than an immediate one. They move slowly through ducts or corridors and can apply a surprising amount of force to very slowly bend seals or panels aside. Anyone who touches a creeper runs the risk of infection, even through protective clothing. The creeper will sense living flesh and begin to push tiny tendrils into it, clinging to clothing or suits as it tries to penetrate a seam, seal or the weave of cloth. Penetration requires 1D rounds plus two rounds per point of Protection. If the creeper is noticed during this time it may be dislodged by scraping or knocking it off but grabbing it is likely to result in attachment to a new host.

To dislodge a creeper: Average (8+) DEX check (1 round)

Creepers can be completely destroyed by applying intense heat or immersing in a corrosive substance for a period of minutes. Deliberate destruction with a device such as a blowtorch takes 1D rounds and requires no check, although the Traveller will need to avoid contact during this time. A less precise method, such as using a flamethrower, requires an attack roll to hit. Creepers will be automatically killed by a fire-based weapon but there may be collateral damage. Cryogenic weapons will freeze a creeper and make it dormant for a period of 2D hours but will not kill it. Even if smashed whilst frozen, the creeper will reform or continue to exist as several smaller creepers.

Creepers will slowly extend into places where they can be inadvertently touched or gradually force a panel open. Some creepers take the form of long tendrils leading out from a cluster but most are independent; any severed tendril effectively becomes a creeper. An infestation of creepers may grow in a chamber, making it impassable or jam a doorway rather than forcing it open. This is not always due to some plan on the part of an entity; the behaviour of a less developed entity or that of its minions tends to be instinctive and might be counter-productive.

Infection and Treatment

A person or animal exposed to spores from an entity risks 'infection' although it is not quite the same as a disease. Spores are in fact tiny fragments of the entity, typically just a few cells. They can be inhaled or absorbed by skin contact but the most serious risk comes from any wound that breaks the skin. To infect a person these spores must make contact with the nervous system. Travelling through the bloodstream to reach spine or brain tissue is most effective; outer nerves are much less likely to be successfully infected.

Infection is by no means certain under any circumstances, although resisting is more difficult if spores have reached the bloodstream. Conventional antibiotics and the like will not help – this is not a normal infection – but specialised drugs could be formulated to help the body fight the effects of infection. A suitable agent was created aboard the research ship *Deepnight Endeavour* and another may have been formulated during the *Deepnight Legacy* adventure, in which case they may be available to the Travellers.

To avoid infection if exposed to spores: Easy (4+) END check, DM-1 per point of damage suffered.

A check must be made immediately a Traveller is exposed, such as when entering an area with airborne spores or a wound is suffered. Prolonged exposure requires a check every hour. DM+2 applies to the check if the Traveller is taking basic precautions such as using a respirator or even just a cloth over the face to filter out the spores. Exposure is not possible if the Traveller is inside a sealed suit, although removing one that has become contaminated might pose a hazard.

Infection is not likely from one-off contact but over time it becomes virtually certain. Once a Traveller becomes infected, they will progress through a series of stages unless the infection is halted or reversed.

Roll 1D and consult the Degree of Infection table. Every 2D hours, the Traveller must make a Difficult (6+) END check. Failure results in a 1D increase in degree of infection while success indicates the Traveller has resisted progression but is not cured. An Effect of 6+ indicates the Traveller has completely defeated the infection if they are Exposed. An Infected Traveller with Effect 6+ reduces their Infection Total by 1D but is not cured.

Medical assistance can help; general treatment of symptoms provides DM+1 to the check to resist, whilst a treatment developed specifically to fight the infection will provide DM+2.

Degree of Infection

Infection Total	Condition
1–6	Exposed
7–12	Infected
13–18	Controlled
19+	Shambler

Exposed: The Traveller's body will attempt to fight the infection. This results in a slight fever, a generally 'unwell and out of sorts' feeling and irritability. The Traveller is 'still themselves' and in complete control of their actions; they may not realise they are infected at first. However, they will gradually become aware of a mental 'pull', which makes some actions seem more attractive than others. In short, they are still human but the entity is beginning to take control over them.

Infected: The Traveller's body has been invaded by the entity's cells, with small concentrations scattered throughout the body. These will grow in organs, especially the brain, and begin converting the tissue around them. The infected person retains free will but is prone to anger and will often display short periods of extreme clumsiness. A Traveller at this stage can be saved if the invading cells are destroyed but this would be a complex medical procedure. The 'pull' is much stronger, prodding the Traveller towards actions that benefit the entity. A Traveller may feel an overwhelming compulsion to take a particular action such as to open a door or bite (and infect) someone else. Resisting this requires an Average (8+) INT or END check.

Controlled: The Traveller is now under the control of the entity, at least in a general way. Damage to their cells will be apparent in their appearance and the way they tend to lurch and stumble from one action to another. Controlled Travellers retain their skills to some extent and can be used for fairly complex tasks like changing a ship's course or cutting through a door. They cannot perform complex mental tasks such as setting up a jump plot. however. An entity will not usually understand the tasks its minions carry out; it knows it wants something on the other side of a barricaded door but it is the remnant intellect of the controlled person that realises the door could be cut through and goes to find equipment that can do it. Controlled people gradually degenerate and lose their faculties, eventually becoming shamblers.

Shambler: Shamblers are little more than animated corpses. Most life functions have stopped and brain activity is virtually zero. They resemble a mass of fungal matter and protoplasm in a generally humanoid shape and are useful only as raw labour to carry objects or attack enemies. Shamblers degenerate over time and are typically drawn back to the central cluster to be absorbed into it as they become increasingly useless.

Once the Controlled stage is reached, degeneration into a shambler is inevitable. This usually takes 3D days but can be much longer in some cases. Shamblers last a further 4Dx10 days before the final decline begins. This takes another 4Dx10 days before the shambler becomes immobile. It will normally be withdrawn to a cluster halfway through this time and end its existence as an increasingly misshapen servitor. Some body parts may retain mobility after the shambler has collapsed, creating a mass of arms and legs, which can be a threat to anyone approaching the central cluster.

Treating Infection

An Infected person can be saved with the right equipment and an Exposed individual might fight off the infection alone. However, there are no guarantees. It is possible for someone to undergo a rapid change into a shambler during treatment, perhaps as a defence mechanism

on the part of the entity or for some spores to remain and the infection process to continue more slowly. This happened aboard the research ship *Deepnight Endeavour*, causing one of the crew to remain outwardly human but under the influence of the entity.

An antidote for the infection could be created using an agent introduced into the ecosphere of DK-B1 Alpha (the world where the *Deepnight Legacy* adventure takes place). This depends on the actions of the Travellers, although a lenient Referee may assume a counteragent has been created. If one exists then given the nature of the mission a quantity will be placed aboard *Deepnight Revelation*. As noted before, this grants DM+2 for checks to resist the progress of infection. For those already seriously infected, it is necessary to attack the main clusters of entity cells with radiation and nanosurgery. If a suitably equipped facility is available – *Deepnight Revelation* has one – a Difficult (10+) Medic check is required. If successful, the Traveller is purged of the infection providing they have not gone past the Controlled stage. The Traveller suffers a reduction of 2D points spread evenly across STR, END and DEX, which recovers at the rate of one point in each characteristic per week.

It is possible that treatment may not be wholly successful and the individual may seem fine but actually continue to grow entity cells within their body. This can be used by the Referee to create a 'menace within' for the Travellers to deal with later.

C H A P T E R F O U R

DEEPNIGHT REVELATION

Deepnight Revelation is a long-range exploration cruiser owned and operated by the Deepnight Corporation, currently undergoing final preparations for an extremely long duration mission. It is envisaged that at the end of her mission she will be extensively refitted and used for other, perhaps shorter, exploration cruises. The first of these is likely to be parallel to her original voyage, to investigate points of interest highlighted but not fully explored by the original mission.

Deepnight Revelation was obtained and converted specifically for this mission. Proposals for a flotilla or even a fleet of vessels were considered, as well as the possibility of sending a much smaller ship. The decision to use a single, highly capable, vessel was based on many factors including the ability to absorb damage and casualties without curtailing the mission and of course, cost factors.

Selecting a suitable vessel for the voyage was not a simple task. Compromises were inevitable and cost was always a factor. Whilst the mission budget was huge it was not infinite and ultimately the decision was made to go with the best ship available at an affordable price, then make it work.

That ship turned out to be a demilitarised *Amara*-class heavy cruiser, which provided a large and potent hull upon which to mount mission-specific components. These were subject to requirements whose priority varied during the procurement and preparation stage. Among these requirements were:

Durability: The vessel had to be capable of making a multiple-year cruise without access to a shipyard.
Survivability: The vessel had to be capable of overcoming threats including the possibility of attack by spacefaring aliens.
Jump Capability: The vessel had to be capable of advancing towards its destination at an acceptable rate.
Scientific and Research Capability: The vessel had to be capable of carrying sufficient equipment and personnel to carry out all necessary research along the way, including finding solutions to mundane problems such as damage to the ship and the need to plot a route ahead.
Small Craft Capacity: Since a rapid pace of advance required gas giant refuelling, it was deemed necessary to carry sufficient small craft to carry out investigation and resupply missions at other bodies in the system.
Redundancy: Systems not only had to be robust and repairable but also be redundant to ensure an accident or damage did not strand the vessel or force the mission to be aborted.

The result of a long search for a suitable vessel and subsequent conversion with these parameters in mind, was the Research Starship *Deepnight Revelation*. She is not exactly what the proponents of each of the mission criteria had in mind but capable of carrying out the mission as a whole providing her crew are resourceful and determined.

THE VESSEL

Deepnight Revelation was built and commissioned as INS *Sharirim*, an *Amara*-class cruiser of 75,000 tons. Completed in 1082, *Sharirim* entered service at a time when the *Amara*-class was receiving modifications to correct a possible structural weakness. Although a standard modification was in place by 1088, *Sharirim* received an experimental variant on the process at her refit in 1091. Labour disputes and a dockyard accident resulted in work being delayed then implemented rather badly, requiring a return to the yards in 1098.

Sharirim needed a major rebuild at this point, which would have cost the Imperial Navy a significant fraction of her new-build cost. The solution presented itself when the Deepnight Corporation offered to buy *Sharirim* for use as a powerful exploration ship. Modification for the new role would be made alongside structural rebuilding work and, since *Sharirim* was taking up yard space and costing money, the navy agreed.

The Deepnight Corporation did not so much acquire a cruiser as bought the parts of one which happened to be close together, since at that time *Sharirim* was partially dismantled. This permitted extensive internal modifications to be made without disrupting key functions of the vessel. INS *Sharirim* was stricken from the naval register and eventually, in 1102, *RSS Deepnight Revelation* began her trials. Officially registered as a 'demilitarised *Amara*-class cruiser', *Deepnight Revelation* retained far more of her offensive capabilities than most demilitarised vessels. It is not clear what bargains were struck to allow her to retain her spinal weapon but *Deepnight Revelation* is currently one of the most heavily armed vessels in private hands.

General Features

Deepnight Revelation is constructed in modular fashion. The main modules are permanently joined, with the command section forward, engineering and drives section aft, and a long spine connecting the two. This contains the collimation tunnel for the spinal mount and some subsidiary systems. Six detachable pods are carried alongside the main hull forward of the engineering section, custom-built for the current mission. It is not envisaged that *Deepnight Revelation* will detach her pods during the voyage but can operate without them at need.

Primary and secondary armament is mounted on the main hull, which also contains drives and control systems. The primary section is theoretically capable of a 5-parsec jump with all pods detached but performance is officially rated as jump-4. Installing pods is a dockyard job requiring several weeks of work and detachment is normally a lengthy process. An emergency jettison system does exist but is liable to wreck the attachment points if used.

The ship's internal spaces and systems are generally dedicated either to 'ship' or 'mission' functions, although some compartments contain both. Ship functions are largely unchanged from the original design, although some equipment has been removed. Mission functions, such as observatories and laboratories, were fitted wherever they could be squeezed in. This did not always result in an optimal arrangement but the rebuild did allow some components to be moved around, creating space for the larger mission elements.

Forward Section

The forward section contains flight operations systems and accommodation for flight crew plus a small power plant, which powers the point-defence and short-range weapon systems of this section in addition to controls, sensors and general systems. Overall, critical systems such as the bridge, power plant, sensor processing centres and fire control for the forward batteries are located more or less on the centreline, with other systems in surrounding spaces.

The main bridge, protected by armoured bulkheads, is located close to the front of the section. It is surrounded by the primary sensor nodes and accommodation for the bridge crew. The command bridge, originally intended to be used by a task force commander or commodore, is at the aft of this section. The command bridge has been converted into a mission control centre, dedicated to coordinating the many scientific and exploratory tasks ongoing at any one time, but retains its capability to serve as an emergency control position for the ship.

Between the flight and mission bridges lies accommodation for senior officers and specialist personnel, plus briefing rooms and wardrooms that have, in some cases, been repurposed. A specialist galley serves these areas, although crewmembers often eat in the main mess hall.

Two power nodes containing small power plants and supporting machinery are located to the rear flanks of the forward section. These are surrounded by cabins for engineering and technical crew, living spaces and general stowage, plus a small fuel reserve.

In the forward part of each side of the section is an area originally set up as a security node. This still contains control chambers for the forward batteries and associated electronic systems but has been repurposed to accommodate some mission personnel and provide working spaces for them.

Spinal Section

The spinal section is built around the spinal weapon tunnel and its associated heavy structural bracing. On some vessels of this class there is a 'pipe box' under the spinal tunnel where structural modifications were implemented. *Deepnight Revelation* was rebuilt and does not have this feature, although there are many odd spaces that are used for extra storage. Some of these are difficult to access and tend to be used for items in long-term storage – officially, at least. It is likely that during the voyage the crew will find other uses for these spaces, perhaps to hide contraband or pilfered items.

Under and around the spinal tunnel is a utility area containing stowage space for spares as well as accommodation for personnel. The roots of the attachment framework that supports the pod are interspersed with chambers containing an auxiliary power plant, some of the ship's screen generators and the primary gunnery control chamber. This part of the ship is the most structurally sound of the whole vessel, especially where the pod-roots meet the main spine.

The ship's main fuel tanks run the length of the spinal section, surrounding it and the decks beneath it. They are subdivided in places, with accommodation or structural members pushing through the tanks to the outer hull. The largest of these intrusions is the base segment of the so-called 'pod caps'. These provide a streamlined frontal cover for the ship's pods, enabling fuel skimming operations, and contain hangars for some of the ship's utility craft. An Underway Replenishment (UNREP) system enables stores and supplies to be transferred through these sections without interfering with normal operations of the vessel.

Aft Section

The aft section contains the ship's main power plant, its drives and most of the working spaces. The main power plant is located deep in the heart of the aft section, partially surrounding the main firing chamber of the spinal particle accelerator. This gives a very short power transfer distance, reducing the chances of armament failure due to interruption of conduits or combat damage.

The jump drive is located directly aft of the main power plant, with the manoeuvre drive aft of that and distributed across the rear of the ship. Two smaller power plants are located to port and starboard. Accommodation for technical and engineering personnel surrounds the power plant and jump drive, with quarters and working areas for general crew along the port and starboard flanks.

The aft section also contains a secondary bridge, from where the ship can be commanded if necessary. Sometimes referred to as the 'engineering bridge' this chamber is usually designed for optimised oversight of technical and engineering operations, and used as a command post by the chief engineer.

At the fore corner of each flank is an accommodation complex for most of the ship's crew. Cargo space and general working areas are also dispersed along the flanks, along with specialist facilities such as workshops, sick bays and heavy maintenance equipment.

Command, Control and Intelligence

The vessel is normally commanded from its main bridge, located in the forward section. The command bridge, located aft of the main bridge or the engineering bridge can be used just as readily to control the vessel. It is standard practice to have personnel capable of carrying out at least minimal flight operations – sensors and piloting – in one of the secondary bridges when carrying out any hazardous manoeuvre.

Deepnight Revelation retains the two primary computer systems of the *Amara*-class cruiser. Both use separate distributed architecture with nodes at critical points. The primary system has more of its nodes in the fore and spinal section, the backup in the aft section, but both have components throughout the ship. In the forward section the main computer nodes are located in two chambers on opposite sides of the section, equidistant from the spinal weapon tunnel and outer hull. Interference from particle weapon operations is not significant here, enabling these nodes to correct processing errors (known as 'gun glitches') caused by the proximity of minor local nodes to the accelerator's intense magnetic fields. Two more nodes are buried deep in the fuel tanks of the spinal section, accessed by a short tunnel. Four additional primary nodes are located in the aft section, with subsidiary processing equipment distributed throughout the hull.

A third computer, normally dedicated to scientific and mission-related tasks but capable of running any shipboard programme, is distributed throughout the main hull. Components are jammed in wherever they will fit, making use of awkward spaces and in some cases creating them.

The ship's computer can be accessed from any workstation aboard the ship, assuming the operator has the right clearance. There are computer rooms in the fore and aft sections, which have little processing equipment but are duty stations for the ship's technical support personnel. By convention, most major programming tasks are handled in the computer rooms rather than at workstations, mainly as a matter of security and oversight. Attempting major reprogramming always needs special authorisation and doing so from any site but the computer rooms results in instant lockout unless the captain and chief technical officer have both given permission.

Sensor equipment is distributed over the hull, with some specialist sensors clustered. There are multiple backups for each emitter and detector, reducing the chance a micrometeorite strike will cripple a critical sensor. *Deepnight Revelation* retains her standard military suite of sensors covering the whole electromagnetic spectrum and, in addition exploration and scientific sensor equipment.

The ventral surface of the vessel is covered with interconnected sensor arrays, giving a huge surface for data collection. Emitters and receivers are present on other surfaces but concentrating most on one large surface allows the ship as a whole to be used as a giant collection array. Most sensors can operate in passive or active mode. In passive mode the system collects data but makes few or no emissions that can be detected, allowing vessels and other objects to be detected using reflected light, thermal emissions and any transmissions or sensor emissions they may make, but cannot detect 'cold and quiet' objects such as an asteroid or coasting ship with good emission masking. Passive sensors operate all the time but when the cruiser is in 'listening watch' or 'silent running' mode they are all the vessel has to work with.

In active mode, most sensors emit pulses that are reflected back from nearby objects. A vessel or object too small or 'quiet' to be detected with passive sensors

will usually be picked up by active devices but a vessel that runs active sensors advertises its presence over a greater distance than its own sensors can reach.

Drives and Power Systems

The heart of any starship is its power generation and distribution system. *Deepnight Revelation* uses a large main power plant and several smaller localised units, all feeding into a ship-wide distribution system. In the event of serious damage, a section of the ship can be isolated and powered by its local plant.

Under normal conditions the grid is set to auto-allocate with a priority to life support, manoeuvre drive, screens and point defences. Priorities can be adjusted or a custom power allocation model created by any authorised officer. Complete manual control is possible, although not recommended.

Deepnight Revelation retains the 4-parsec jump capability of the original design, though her jump drive is a modified version intended to require less maintenance. The drive seems to live up to the designers' intent, though there is no way to fully test its endurance before the mission begins.

The manoeuvre drive is entirely new. Removal of the original 6g system permitted the fitting of a deep space manoeuvre system coupled with a 4g drive, reduced performance being acceptable in return for the ability to manoeuvre far from a gravity well. *Deepnight Revelation's* drive can supply 1.4g of thrust in deep space, which may be essential to reach a refuelling cache or cometary body. The extra power requirement of the deep space manoeuvring system was offset by using an advanced, highly power-efficient, drive system. The manoeuvre drive may be entirely unique and requires a period of adjustment on the part of engineers used to working with more conventional systems.

Armament

Deepnight Revelation retains most of her weaponry, although some screens have been removed and systems requiring ammunition were considered to be of questionable utility on a long voyage. Primary armament is the same Instellarms 'Big 2700' spinal particle accelerator used on all pre-1092 *Amara*-class cruisers. Consideration was given to scaling the weapon back to a standard PA2700 as used on smaller cruisers in the same family that would have reduced power consumption and freed up space for other systems but the cost of acquiring and fitting a new particle weapon – in addition to the problem of obtaining one – meant the converted cruiser kept the gun she had when built.

The particle accelerator has some scientific applications. It can be used to project high-energy particles into a gas cloud or nebula to determine its composition or ionise a planetary atmosphere in order to conduct spectroscopic analysis. However, it remains a highly potent weapon, which the mission's planners hope will never be necessary.

The secondary fusion gun batteries were halved and laser armament also reduced. *Deepnight Revelation* is not expected to fight but if she does she retains a formidable main and secondary capability, with lasers available for close-in defence alongside an extensive point defence fit. The reduced armament was more about crew size and spares requirements than actual space saved by removing weapons, although the freed-up space has been put to one use or another.

Weapons are commanded from the gunnery direction chamber, located under the spinal weapon column in the centre of the ship, subject to authorisation from the bridge. The spinal weapon is targeted and fired from this chamber, whilst fusion gun batteries each have their own direction room. Point defence and beam laser turrets are guided from the fore and aft defensive weapons chambers, located in the forward and aft sections respectively. Control can be passed to other areas; a laser turret can be fired from any workstation providing the operator has authorisation. However, it is normal to operate weapons from their designated stations and any deviation will be flagged for investigation. All non-spinal weapons can be fired under local control by physically entering the turret or barbette and taking control of the weapon from there.

Armour and Defensive Systems

Deepnight Revelation uses composite armour of bonded superdense materials, supported by a heavy framework of supports, bulkheads and internal compartmentalisation. Armour is not a solid plate but consists of layers of superdense materials of differing composition and molecular alignment, interspersed with vacuum layers to reduce shock and energy transmission. Protection is fairly even over the whole hull and pods.

Most of the original sandcaster turrets have been removed and the remainder more likely to be useful as launch points for small remote drones than defensive systems. Likewise, some of the meson screens and nuclear dampers have been removed to make space for other systems.

Small Craft and Cargo Operations

As built, *Deepnight Revelation* had the capacity to operate twelve 20-ton utility craft, berthing six on each

of the pod caps. This capability was retained but the pod cap hangars have been modified to accept any craft carried on the mission, to a total of 240 tons. At mission start, twelve 20-ton boats are carried in the pod cap hangars, six each side, with four more in each of the hangar pods. Each hangar pod also holds eight 60-ton pinnaces and three 200-ton scouts, with an additional scout in the docking bays of each of the mission pods.

This gives a total capacity of eight 200-ton jump-capable scouts, sixteen 60-ton pinnaces capable of local exploration and survey missions, and twenty 20-ton boats for utility work. Coordinating these craft through six docking areas can be complex but ensures a landing incident does not rob *Deepnight Revelation* of all her craft handling capability. The hangar pod on each side contains a control chamber from where a flight operations officer directs the subordinate craft of that side's group. It is standard practice to have only one side of the ship recovering craft at once; again, this is to reduce the chances of a collision disabling all craft operations.

The hangar spaces in the pod caps and hangar pods are sufficient to allow routine maintenance to be performed on the craft. Those requiring major work can be moved to the construction decks of the mission pods by way of those pods' docking areas and repaired or dismantled for parts.

SPECIALIST SYSTEMS

Deepnight Revelation has been heavily modified to suit her new role. General rules for some of these modifications are presented in *The Great Rift* box set. Rather than repeat those rules, the specific modifications to *Deepnight Revelation* are presented here.

Self-Maintenance Modification

Deepnight Revelation has been modified to permit most repair and maintenance tasks to be performed using the ship's repair drones or crewmembers on the hull. This is a laborious task, requiring mobile derricks to be secured to attachment points and work carried out with extreme care. The modification is one of the most expensive features of the ship and whilst necessary for a long mission it is probably the least popular feature of the vessel – at least with crewmembers who have to remove hull plate sections in space using only small mobile derricks and drone-mounted winches.

Integrated Long-Range Sensor Suite

Deepnight Revelation is fitted with a long-range sensor package to enable data on nearby star systems to be collected. The long-range sensor suite takes up 20 tons and has a capacity of six personnel. It is located close to the command bridge, in the forward control section of the ship. The long-range sensor suite is tied into the rest of the ship's sensor net and uses the ship's main array to collect data.

A standard sensor suite can perform remote system-scanning operations but not well. Using a standard shipboard sensor package, a sweep of one system typically takes 2D days and whilst more specialised systems are available most can only focus on a single star system at a time. The suite aboard *Deepnight Revelation* has the capacity to carry out multiple scans simultaneously, along with advanced collation and interpretation software. The system produces one Scan Point per day for each crewmember assigned to operate the system. Personnel need not be skilled space scientists but the suite must be overseen by someone with appropriate skills – Science (cosmology), Science (planetology) or Electronics (sensors).

The amount of sensor time needed to obtain data on a star system varies depending on its composition and current alignment of its component bodies. When scanning a system begins, the amount of Scan Points needed is determined by a 2D roll. One system can be scanned for every worker assigned to the long-range sensor suite or the work of multiple personnel can be combined to produce a quick scan of a single system.

The suite has a nominal range of 12 parsecs but can obtain data at greater ranges at the cost of additional time. For every parsec over 12 the target is from *Deepnight Revelation*, the Scan Point cost is increased by +2. The scan produces basic data on a system – typically the number and type of stars or other stellar bodies, presence of terrestrial planets, planetoid belts and gas giants and, perhaps, any rogue bodies associated with the system. Some inferences can be made about conditions on planets from this data but worlds cannot be directly scanned from a distance of multiple parsecs.

An integrated long-range sensor suite consumes eight tons for the basic equipment plus two tons per worker intended to use it, to a maximum of six. The equipment costs MCr12, with each personnel station costing MCr2.

Astrographic Plotting and Analysis Chamber

Deepnight Revelation's astrographic plotting and analysis chamber combines the functions of a standard plotting chamber (or 'chartroom' as they are commonly known) and a gravitational analysis suite. It is located close to the command bridge and operates in close conjunction with the integrated long-range sensor suite.

The chamber can accommodate up to six personnel and provides them with DM+2 to astrogation checks and science checks related to astrographical matters. DM+1 applies to Tactics (naval) checks when planning a complex multi-vessel operation such as a rendezvous between several small craft and their parent ship. In addition, gravitational analysis and plotting can be carried out in this chamber, permitting detection and analysis of extremely small gravitic phenomena.

Gravitational analysis can be used to predict the presence of objects in deep space or track gravity waves caused by jump entry and breakout. Of course, since gravity waves propagate at the speed of light, a jump emergence detected in a system one parsec away will have occurred over three years previously but this can still be useful in predicting traffic patterns, naval movements or simply the presence of a starfaring culture.

The suite requires a total of five levels of Science skills to operate it, which can be supplied by one scientist or a group of up to four – the maximum that can be accommodated in a single suite. Plotting the existence of nearby objects is automatically achieved, although it can take days or weeks to build up a full picture.

For each class of object there is an automatic detection range. Beyond this distance, detection requires a Difficult (10+) Electronics (sensors) check. DM-1 applies for each multiple of this distance, so for example attempting to detect planets at 25 light-years is subject to DM-2.

Object or Occurrence	Detection Distance
Supermassive object, such as a Supermassive Black Hole	1,000ly (roughly 300 parsecs)
Stellar-scale object, such as a star or normal Black Hole	100ly (roughly 30 parsecs)
Planetary scale object such as a gas giant or terrestrial planet	10ly (roughly 3 parsecs)
Jump emergence or entry	3ly (roughly 1 parsec)
Cometary object	0.3ly

A search and plot takes a number of hours equal to 4D multiplied by the radius in light-years being plotted or searched. *Deepnight Revelation* can plot every star for 100 light-years (30 parsecs) using their gravitational signature, requiring 4Dx100 hours. If stationary and 'listening' the system will automatically detect any jump emergence within three light-years at the time the gravity waves reach the analysis suite. However, use of a manoeuvre drive drastically shortens detection range, so the analysis suite can only be effectively used when the ship is in a stable orbit or coasting through free space.

Deep Space Manoeuvring System

The deep space manoeuvring system, or DSMS, permits *Deepnight Revelation* to manoeuvre at 35% of her normal thrust in deep space, away from a gravity well. The device is bulky, necessitating the removal of the original drive and replacement with a smaller one, and also power-hungry. When in use the DSMS multiplies the power requirement of the manoeuvre drive by four but by using an advanced drive capable of operating with reduced power requirements the need to enlarge the power plant was avoided.

Space Science Suites

Deepnight Revelation carries two integrated space science suites, each built around a small (100-ton) observatory and replacing some of the accommodation in the pod caps. The observatories are each integrated with a 48-ton scientific operations suite and additional general working and storage space, bringing the total up to 100 tons each. These suites are dedicated to astronomy and associated space sciences, and grant DM+1 to any space science-related tasks undertaken in them. Up to 16 personnel can use each science suite at once, plus two in the actual observatory. The observatory grants DM+3 to all astrogation checks as well as any attempt to discover distant objects such as a deep space brown dwarf or rogue planet, providing it has time to gather data.

The observatories and their associated instrumentation are critical to course plotting and positional referencing, so a redundancy factor was built into the design. These workspaces are used for tasks other than astronomical observation and can serve as overflow from other labs. However, their main function is to constantly collect astronomical data on distant stars and close planetary bodies, building a detailed picture of local space. Each observatory contains radio telescopes, interferometry and refractometry equipment, extremely sensitive gravitic sensors and other exotic instruments, as well as extensive processing equipment to create composite data.

Each suite consumes 100 tons and costs MCr150.

DEEPNIGHT REVELATION

TL15		TONS	COST (MCr)
Hull	59,400 tons, Standard	—	2970
	Reinforced	—	1485
	Radiation Shielding	—	1485
	Self-Maintenance Modification	—	7500
Armour	Bonded Superdense, Armour: 8	3,802	2851.2
M-Drive	Thrust 4 (at 75,000 tons, energy efficient x3)	3,000	6000
	Deep Space Manoeuvring System	1,500	3600
J-Drive	Jump 4 (at 75,000 tons, reduced fuel requirement –10%)	7,505	14071.875
Power Plant	Fusion (TL15), Power 90,000	4500	9000
Fuel Tanks	8 weeks of operation, J-4	27,900	—
Bridge	Bridge x2, Holographic Controls	120	937.5
	Command Bridge, Holographic Controls	80	703.125
Computer	Core/100 x3	—	390
Sensors	Advanced (distributed) arrays x2	30	31.8
	Military Countermeasures Suites x2	30	56
	Enhanced Signal Processing x2	4	16
	Mineral Detection Suite	—	5
	Life Scanner Analysis Suite	1	4
	Deep Penetration Scanners	10	10
	Integrated Long Range Sensor Array	20	24
	Gravitational Analysis Suite	5	12
Weapons	Particle Accelerator Spinal Mount (improved, 2DD)	5,600	2600
	Fusion Barbettes x8	40	32
	Triple Turrets (sandcasters) x8	8	14
	Triple Turrets (beam lasers) x18	18	45
	Point Defence Batteries (type III) x2	40	40
Ammunition	Sandcaster Barrel Storage (800 barrels)	40	—
Screens	Meson Screens x2	20	40
	Nuclear Dampers x6	60	60

TOTAL: MCr 55680.4

CREW

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RUNNING COSTS

MAINTENANCE COST
MCr4.64/month

PURCHASE COST
MCr55680.4

POWER REQUIREMENTS

7,500 MANOEUVRE DRIVE	15,000 BASIC SHIP SYSTEMS
30,000 JUMP DRIVE	12 SENSORS
2,642 WEAPONS	200 FUEL PROCESSOR
23 SYSTEMS	

DEEPNIGHT REVELATION

TL15		TONS	COST (MCr)
Armoured Bulkheads	Power Plant	450	90
	Spinal Mount	560	112
	Meson Screen	2	0.4
	Nuclear Damper	6	1.2
	Bridge	6	1.2
	Command Bridge	8	1.6
Craft	Full Hangar (240 tons)	480	96
Systems	Repair Drones	750	150
	Sensor Stations x8	8	4
	Briefing Rooms x8	32	4
	Armoury	50	12.5
	Brigs x4	16	1
	Fuel Scoop	—	1
	Fuel Processor (4,000 tons/day)	200	10
	Medical Bays x6	24	12
	UNREP System (200 tons/hour)	10	5
	Workshop x4	24	3.6
	Space Science Suite x2	200	300
	Small Obserbvatory (advanced) x2	200	250
	Astrographic Plotting and Analysis Chamber	24	15
Staterooms	High x3	18	2.4
	Standard x 300	1,200	150
	Common Areas	600	60
	Low Berths x100	50	5
Software	Manoeuvre/0	—	–
	Intellect	—	1
	Evade/3	—	25
	Fire Control/5	—	10
	Auto Repair/2	—	10
	Library	—	–
	Advanced Fire Control/3	—	18
	Anti-Hijack/3	—	10

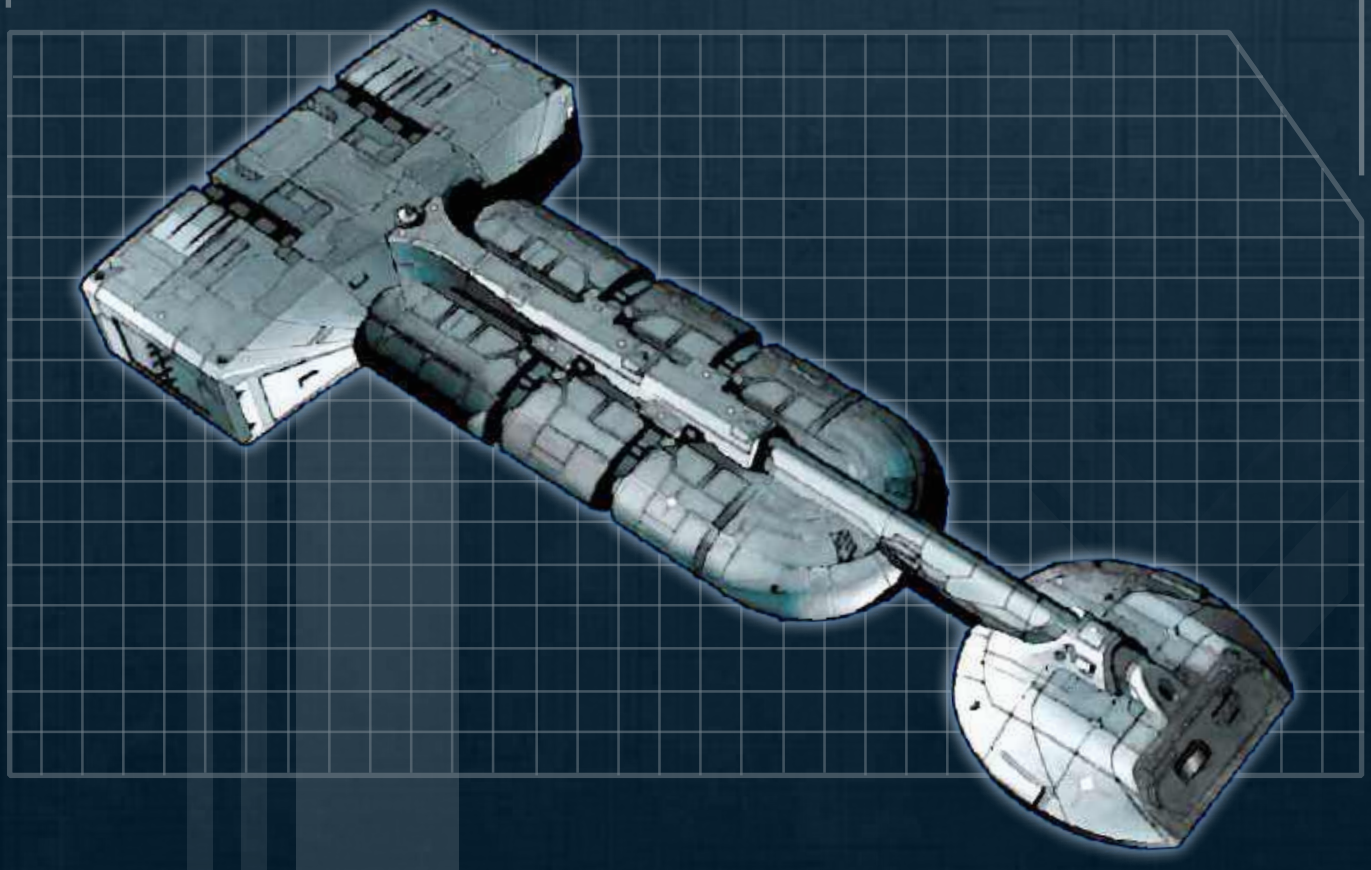
TOTAL: MCr 55680.4

DEEPNIGHT REVELATION

TL15		TONS	COST (MCr)
Software	Broad Spectrum EW	—	14
	Electronic Warfare/3	—	15
	Launch Solution/3	—	16
	Point Defence/2	—	12
	Screen Optimiser	—	5
	Virtual Crew/2	—	10
	Virtual Gunner/2	—	10
	Science (general)	—	25
	Advanced Science x6	—	180
	Mentor/3	—	4
	Research Assist/3 x4	—	20
	Flight Operations/3	—	15
	Planetology/3	—	7
Pods	2,600 ton x6	15,600	—
Cargo		149	—

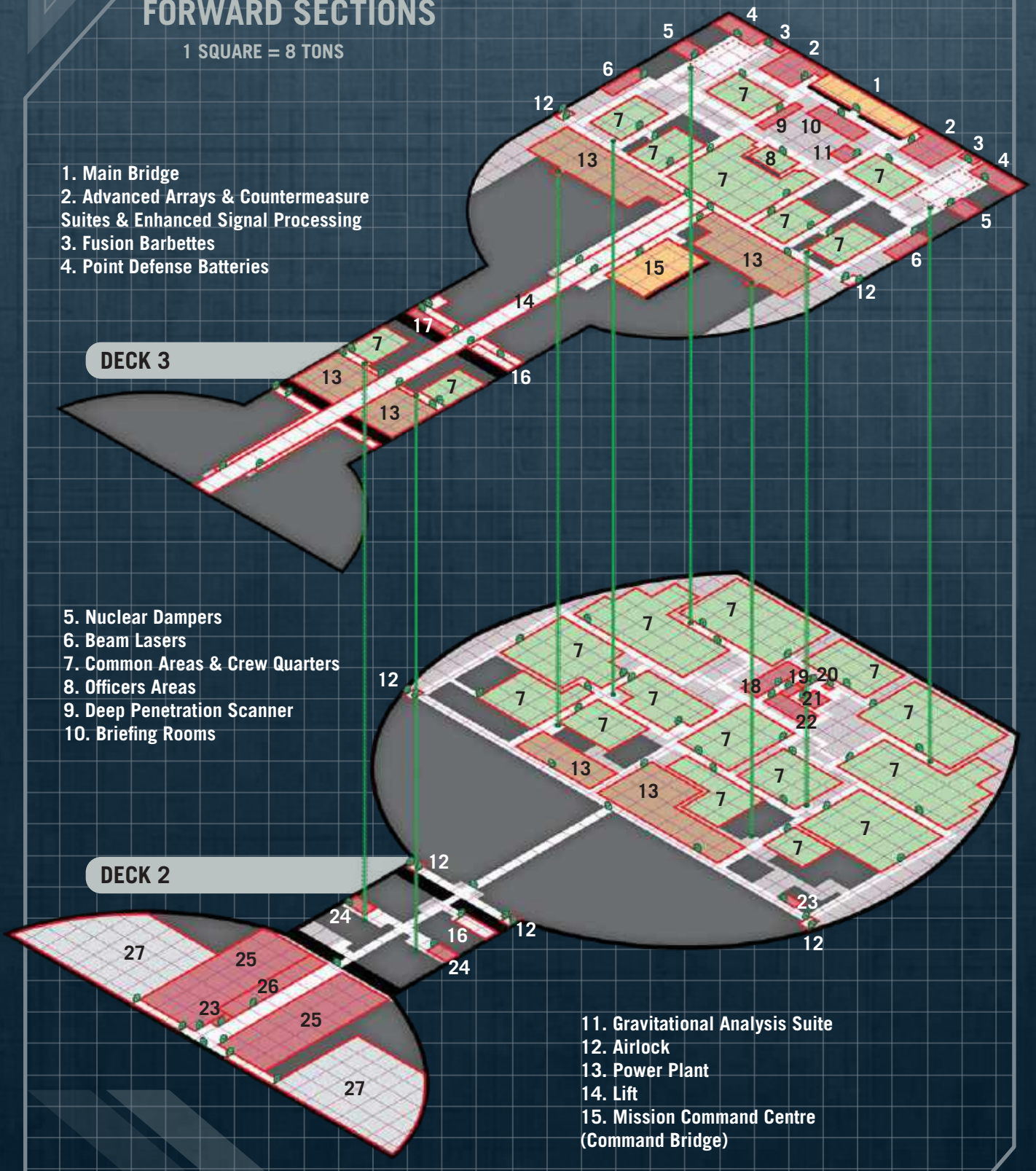
TOTAL: MCr 55680.4

41,250
HULL POINTS



FORWARD SECTIONS

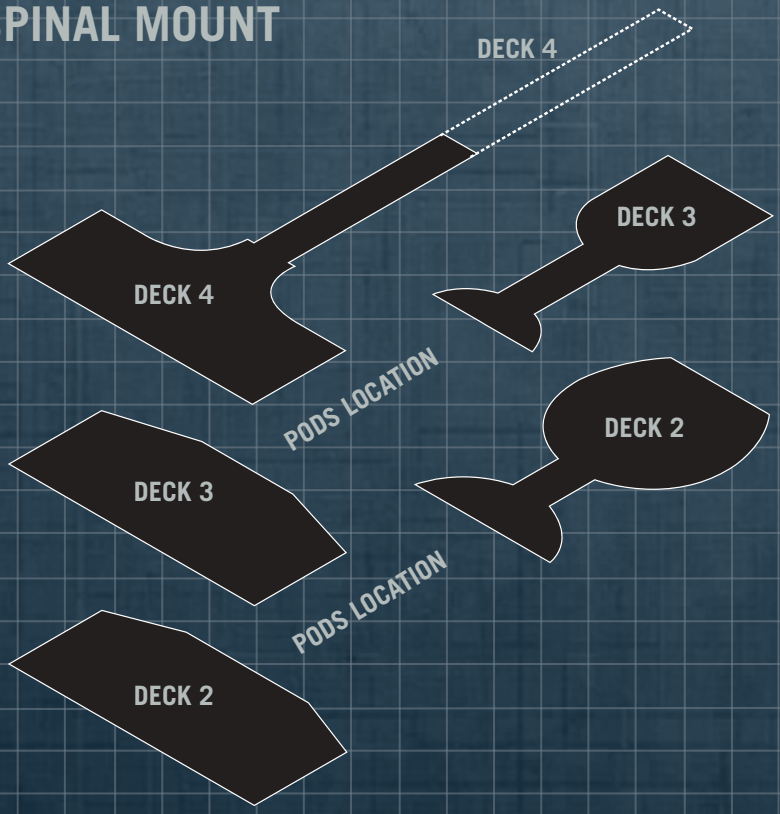
1 SQUARE = 8 TONS

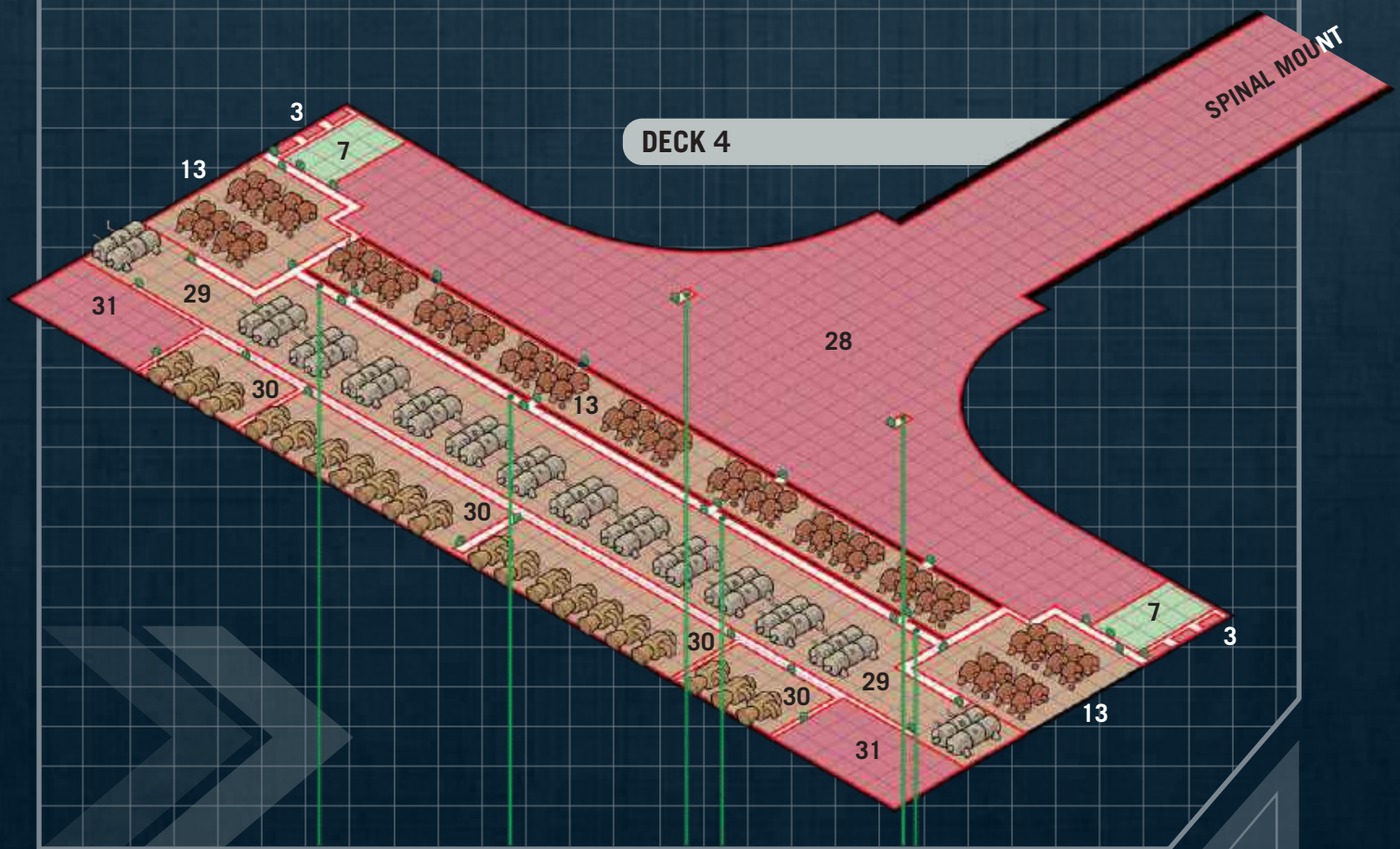


AFT SECTION AND SPINAL MOUNT

1 SQUARE = 8 TONS

16. Storage Space
17. UNREP
18. Astrographic
19. Stations
20. Life Scanner Analysis Suite
21. Roon
22. Integrated Long Range Sensor Array
23. Brig
24. Meson Screen
25. Space Science Suite
26. Armoury
27. Pod Cap Hangars
28. Spinal Mount & Machinery
29. Jump Drive
30. Manoeuvre Drive
31. DSM System

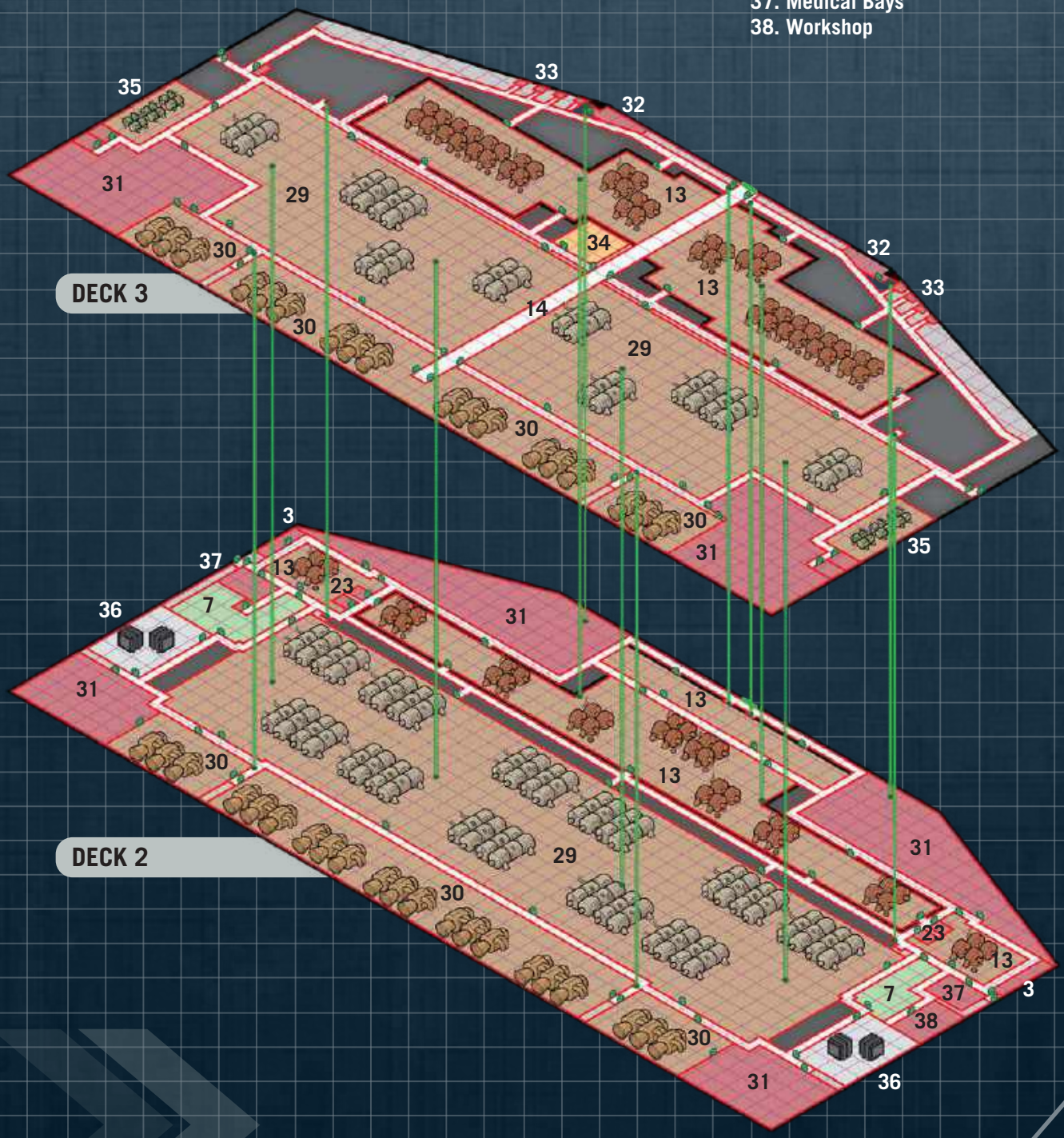




AFT SECTIONS

1 SQUARE = 8 TONS

31. Repair Drones
32. Barrel Storage
33. Sandcaster Turrets
34. Engineering Bridge
35. Fuel Processor
36. Cargo Hold
37. Medical Bays
38. Workshop



DEEP SPACE MANOEUVRING SYSTEM

The standard m-drive loses efficiency in deep space, away from the gravity well of a nearby planet. Within a star system this is not really a serious problem since every body in the system is, by definition, within the gravity well of the star. Thus although the drive loses efficiency it never stops working completely. Out in deep space this may not be the case; a ship without a deep space manoeuvring system (DSMS) may not be able to manoeuvre at all, or may be able to generate so little thrust that it could take years to cross a few hundred kilometres to reach a fuelling station.

A DSMS can be added to any manoeuvre drive providing there is sufficient space to install one. It is an expensive device and power-hungry, so ships that do not intend to venture outside the gravity well of a star are highly unlikely to fit such a specialised modification. Essentially a DSMS gets around the problem of not having a gravity well to support the m-drive by using an extremely powerful version of the technology used to create an internal gravity field. This is sufficient to generate an extremely localised field for the ship's drive to interact with. The physics is very complicated but it works well enough to get a ship moving in deep space.

The DSMS becomes available at the same Tech Level as the manoeuvre drive and is initially highly inefficient. More advanced systems permit manoeuvring at relatively high acceleration even in interstellar space. All DSMS units increase the cost of their associated m-drive by 60%, although the size of the device does decrease as Tech Level increases. When in operation a DSMS multiplies the power requirement of the m-drive by four. The tonnage percentage given in the table below is in addition to the main drive system.

Tech Level	DSMS Efficiency	Tonnage %
9	5%	200%
10	10%	175%
11	15%	150%
12	20%	125%
13	25%	100%
14	30%	75%
15	35%	50%

PODS

Deepnight Revelation carries six 2,600-ton pods, which are more or less permanently attached. All six were custom built for the mission and arranged symmetrically in pairs. The front pair are primarily vehicle and craft hangars, the middle provide additional scientific workspaces and crew accommodation, and the aft pair are configured for 'mission support', which includes workshops, storage space and additional crew accommodation.

All pods contain a power plant and fuel reserves, and can be isolated from the main hull if necessary. In the event of critical damage to the main vessel, any pod can serve as an emergency shelter whilst crew undertake salvage operations. This is a worst-case scenario of course; more commonly the extra power capacity is used to supply local systems or support other parts of the ship while a reactor is offline for maintenance.

HANGAR POD

TL15		TONS	COST (MCr)
Hull	2,600 tons, Standard	—	130
	Reinforced	—	65
	Radiation Shielding	—	65
Armour	Bonded Superdense, Armour: 8	166.4	120
Power Plant	TL15 Fusion, power 2,000	100	2000
Fuel Tanks	8 weeks of operation	20	—
Bridge	Small Bridge	40	130
Weapons	Triple Turrets (beam lasers) x4	4	10
Systems	Full Hangar (200 tons)	400	80
	Docking Space (1,000 tons)	1,100	275
	Cargo Crane	5	5
	Laboratory	16	4
	Workshop	24	0.6
Armoured Bulkheads	Cargo, Workshop, Laboratory	8.8	1.76
Staterooms	Standard x 32	128	16
	Common/Recreation Areas	120	12
Cargo	Cargo Bays (12 tons) x4	48	—
	General Cargo	419.8	—

TOTAL: MCr2919.76

CREW

SEE PAGE 40

RUNNING COSTS

MAINTENANCE COST
Cr243313/month

PURCHASE COST
MCr2919.76

POWER REQUIREMENTS

52
WEAPONS

520
BASIC SHIP SYSTEMS

1,144
HULL POINTS

The hangar pods used by *Deepnight Revelation* differ from the standard Element family hangar pod in that they are not optimised for rapid launch and recovery of fighters or other small craft. Instead, the hangars are set up to permit operations by a variety of small craft and minor starships. Rapid launch and recovery is less important than the ability to service and repair subordinate craft. Craft totalling up to 200 tons can be worked on in the hangar area, with remaining vessels moved to the cramped docking bays using an overhead crane.

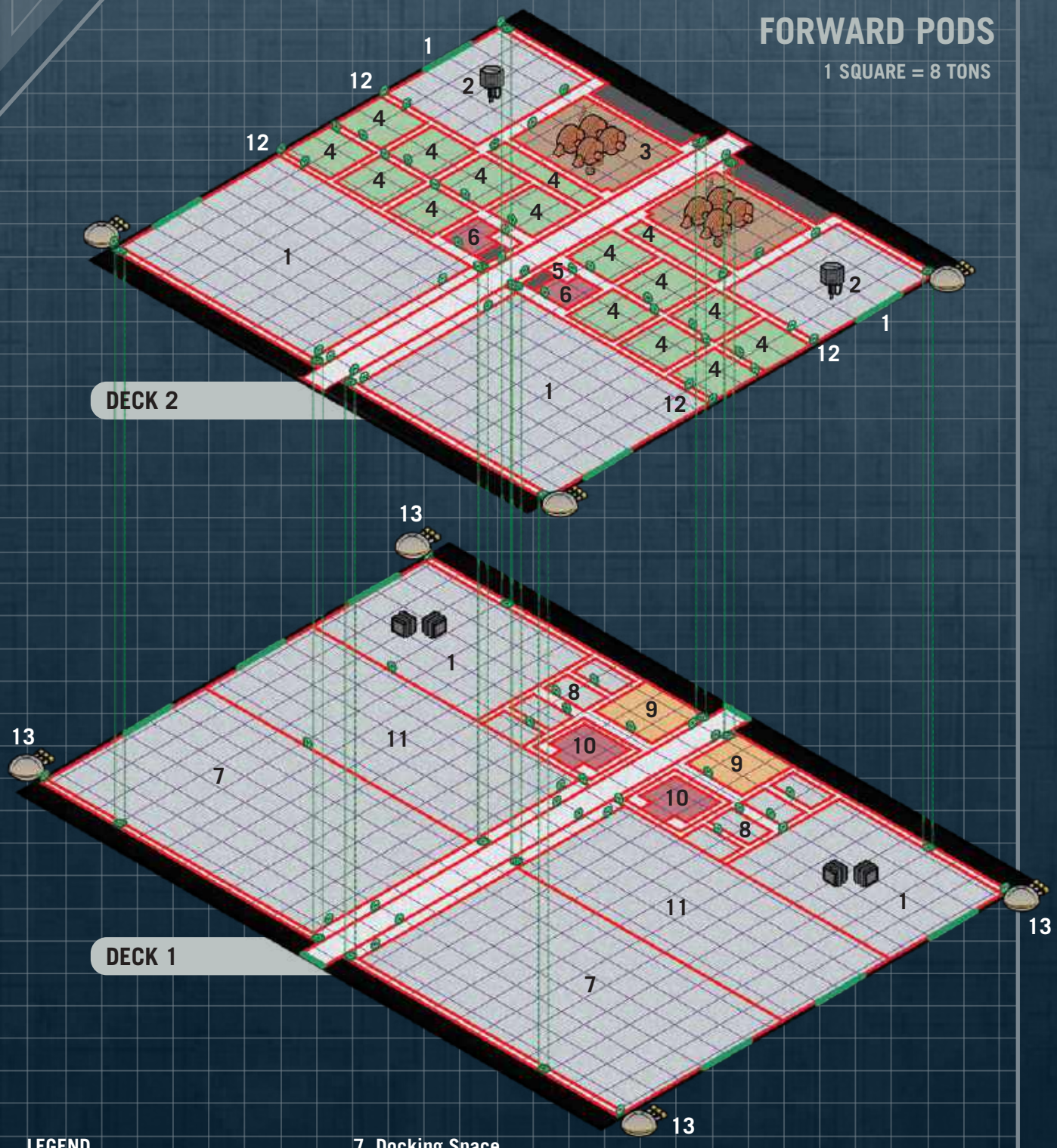
The pod is not entirely given over to craft operations. It has a small power plant and fuel reserves to run it, and accommodation is provided for craft crews and associated maintenance personnel. The small cargo holds are sometimes used for temporary storage of items brought aboard, which may need to be kept in isolation. More commonly they hold ready supplies or equipment. The four 12-ton cargo areas, workshops and laboratory are surrounded by armoured bulkheads, not so much to protect them as to create a secure area where objects brought on board can be studied or held securely without endangering the rest of the ship.

Four laser turrets are mounted for point defence if necessary. They are normally operated from the pod control room (equivalent to a small bridge) that also serves as a craft control centre and could command the entire vessel in an extreme emergency.

Each hangar pod has the capacity to berth 1,200 tons of craft and vehicles. Nominally, at mission start, each pod contains three 200-ton scouts, eight 60-ton pinnaces and four 20-ton boats. However, craft can be moved between the different berthing and hangar areas at need.

FORWARD PODS

1 SQUARE = 8 TONS



LEGEND

1. Cargo Hold
2. Cargo Crane
3. Power Plant
4. Staterooms and Common Areas
5. Lockers
6. Laboratory
7. Docking Space
8. Cargo Bays
9. Bridge
10. Workshop
11. Full Hangar
12. Airlock
13. Beam Laser Turrets

SCIENTIFIC POD

TL15		TONS	COST (MCr)
Hull	2,600 tons, Standard	—	130
	Reinforced	—	65
	Radiation Shielding	—	65
Armour	Bonded Superdense, Armour: 8	166.4	120
Power Plant	TL15 Fusion, Power 2,000	100	2,000
Fuel Tanks	8 weeks of operation	20	—
Bridge	Small Bridge	40	130
Weapons	Triple Turrets (beam lasers) x4	4	10
	Small Missile Bays x2	100	24
Ammunition	Missile/Probe Storage	100	—
Armoured Bulkheads	Scientific Suites, Med Bays, Biospheres, Airlocks	95.2	186.4
Systems	Scientific Operations Suites x6	288	296
	Large Scientific Operations Suites x2	192	153.6
	Medical Bays x10	40	20
	Multi-Environment Biospheres (400 tons)	420	90
	Training Facility	400	80
	Advanced Probe Drones	200	160
	Mining Drones	200	20
	Additional (internal) Airlocks x6	12	1.2
Staterooms	Standard x 32	128	16
	Common/Recreation Areas	80	8
Cargo		14.4	—

TOTAL: MCr3575.2

CREW

SEE PAGE 40

RUNNING COSTS

MAINTENANCE COST
Cr297933/month

PURCHASE COST
MCr3575.2

POWER REQUIREMENTS

62
WEAPONS

520
BASIC SHIP SYSTEMS

1,144
HULL POINTS

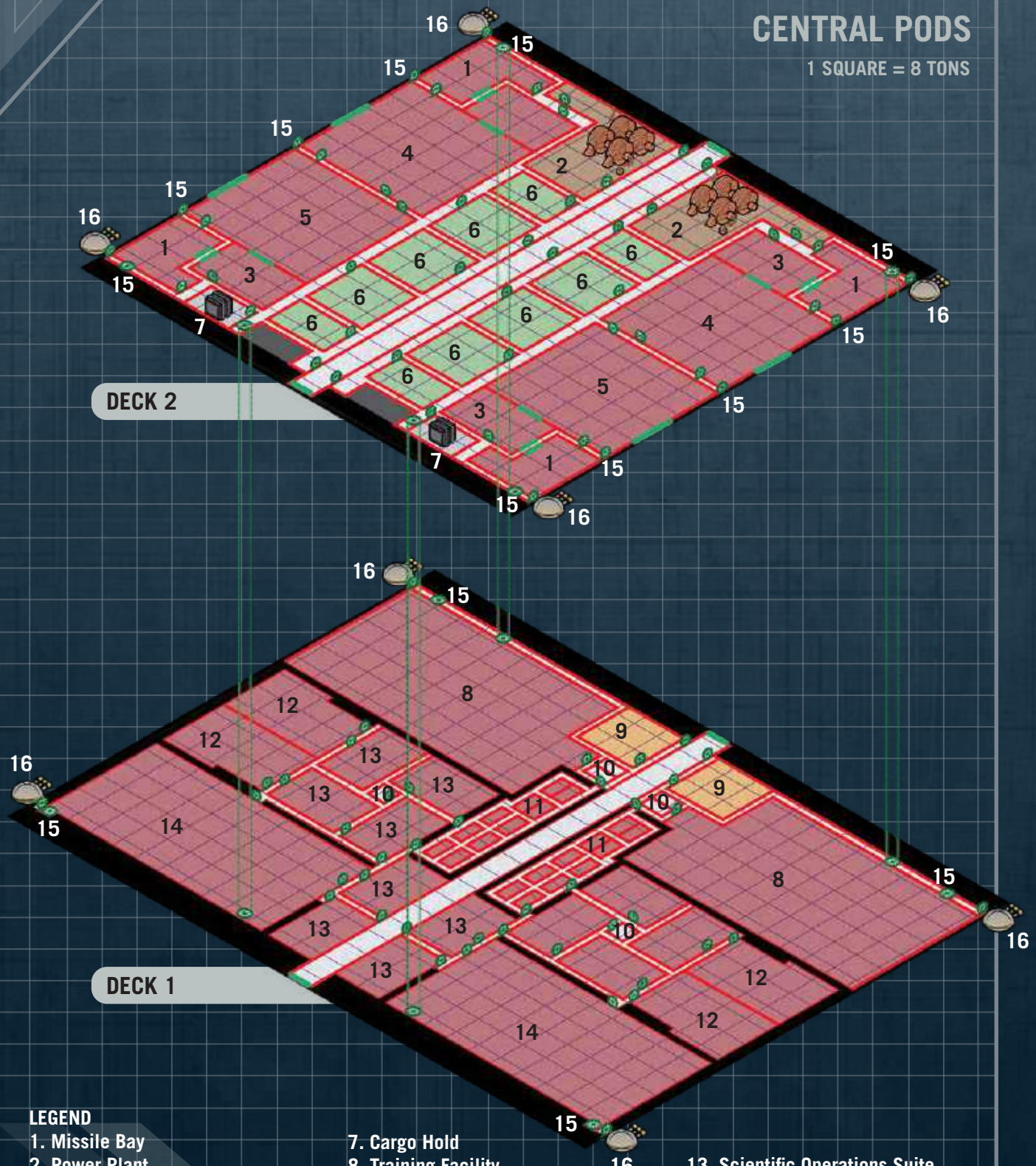
The central pod on each side of the main hull is given over to scientific operations. Like other pods it has its own control room and power plant, and accommodation for personnel based in the pod. Four beam laser turrets are mounted for point defence and there are two missile bays on the outer surfaces. These can be used to launch missiles and a small stock is carried, although they are primarily for long-range probes. These can be launched right across a solar system, whereas standard probe drones have a more limited range.

Each scientific pod has two large laboratory complexes with a capacity for 32 personnel each, plus six smaller laboratory areas each with a capacity for 16 personnel. Some are configured for general operations whilst others are set up for specialist functions. The whole scientific complex is surrounded by armoured bulkheads and subdivided by them, with internal airlocks and decontamination facilities. The medical bays can be used for life sciences research or provide additional medical facilities for the ship, allowing patients to be quarantined or a backup facility to be in place in case of damage to the main sick bay.

The pod has a training area that can be used as additional workspace or for recreation and several biosphere areas. Some are used to produce plants and fungi, which may be useful on the voyage but most are intended to be used to cultivate samples or keep them alive for study. All biosphere areas are also multi-environment spaces, allowing species from different worlds to be supported.

CENTRAL PODS

1 SQUARE = 8 TONS



LEGEND

1. Missile Bay
2. Power Plant
3. Missile/Drones Storage
4. Probe Drones
5. Mining Drones
6. Staterooms and Common Areas
7. Cargo Hold
8. Training Facility
9. Bridge
10. Storage Space
11. Medical Bays
12. Large Scientific Operations Suite
13. Scientific Operations Suite
14. Multi-Environment Biosphere
15. Airlock
16. Beam Laser Turret

MISSION POD

TL15		TONS	COST (MCr)
Hull	2,600 tons, Standard	—	130
	Reinforced	—	65
	Radiation Shielding	—	65
Armour	Bonded Superdense, Armour: 8	166.4	120
Power Plant	TL15 Fusion, Power 2,000	100	2,000
Fuel Tanks	8 weeks of operation	20	—
Bridge	Small Bridge	40	130
Weapons	Triple Turrets (beam lasers) x4	4	10
Systems	Workshop	120	18
	Libraries x4	16	16
	Gaming Space	60	0.36
	Construction Deck	400	200
	Armouries x4	4	1
	Docking Space (200 tons)	220	55
Staterooms	Standard x 32	128	16
	Common/Recreation Areas	480	48
Cargo		841.6	—

TOTAL: MCr2874.36

CREW

SEE PAGE 40

RUNNING COSTS

MAINTENANCE COST
Cr239500/month

PURCHASE COST
MCr2874.36

POWER REQUIREMENTS

52
WEAPONS

520
BASIC SHIP SYSTEMS

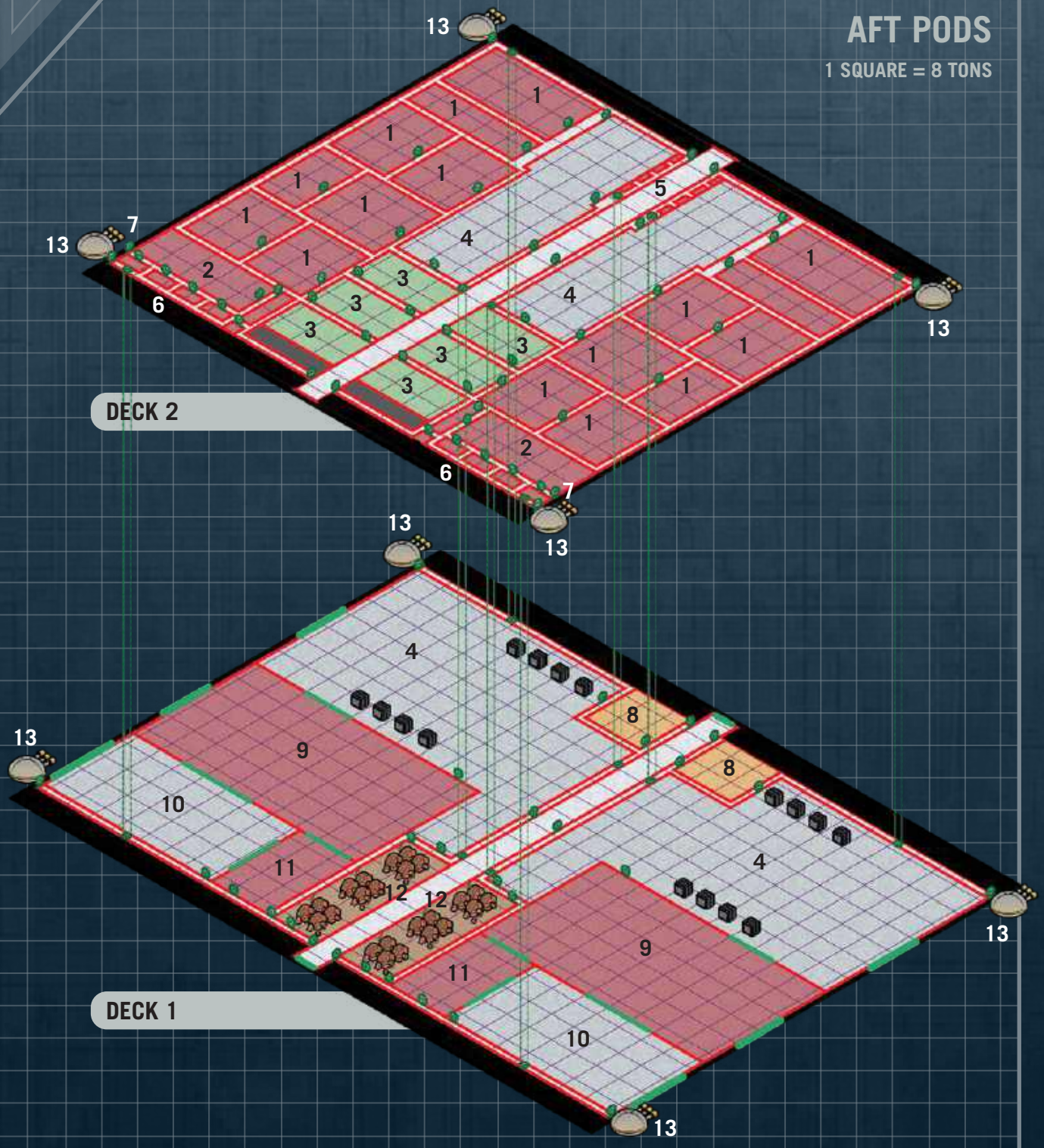
1,144
HULL POINTS

The aft-most pod on each side is dedicated to supporting the mission. Like the others it has its own power and accommodation, controls and a light armament for point defence. Each pod has a construction deck, which can in theory build small craft and vehicles if the right materials are available. In practice, it is used to undertake major repairs on small craft and facilitate maintenance of the ship itself. The workshops can fabricate almost any needed tool or component, again providing materials are available.

The mission pod also contains a large gaming and recreation space, as crew welfare is as much a part of mission support as repairs to the ship. The large cargo bays are used for general stowage but can be converted to additional work or recreation spaces. At mission start the docking areas carry a single 200-ton scout but are also used to give access to the construction decks so these craft may be swapped into the hangar pods to make room for pinnaces or boats that need repairs. The construction decks can, in theory, be used to build entire craft if the correct materials are available but their expected use is as highly capable repair/rebuild shops for the small craft and fabrication areas to produce items needed for *Deepnight Revelation* herself.

AFT PODS

1 SQUARE = 8 TONS



LEGEND

1. Common/Recreation Areas
2. Gaming Space
3. Staterooms
4. Cargo Hold
5. Armoury
6. Library
7. Airlock
8. Bridge
9. Construction Deck
10. Docking Space
11. Workshop
12. Power Plant
13. Beam Laser Turret

CHAPTER FIVE

THE CREW

Deepnight Revelation requires a large crew to operate efficiently and there is the burden of increased maintenance to consider. All of these personnel can be considered to be 'ship' crew and must make the running of the vessel their primary concern. The 'mission' crew are likely to be busy with research and maintenance of their own equipment most of the time, although the mission plan assumes that personnel from different sides of the expedition will assist one another when necessary. Rivalries may develop, especially when one group feels another is not pulling its weight, but overall the situation is that without the ship crew *Deepnight Revelation* cannot reach her destination and without the mission crew there is no point in getting there.

EXPEDITION PERSONNEL

The *Deepnight Revelation* mission is staffed with personnel from many backgrounds. Some are specialists in an important field, some are generalists who can help out in many places. Some, inevitably, are not what they seem. Care was taken to select highly skilled and motivated people who were psychologically well suited to such a long mission. However, vast as the recruiting pool was, there were some compromises and a few bad characters slipped through the vetting process.

There are many reasons why a bad egg might turn up aboard *Deepnight Revelation*. Someone with an agenda – perhaps to prove a questionable theory or just to see the wonders of the cosmos at someone else's expense – might overstate or falsify their credentials. Someone running away from a problem might bribe a recruiter, or a recruiter might coerce someone in order to fulfil a need in the ship's roster worth a fat bonus. These people might end up as vital members of the crew but are likely to rock the metaphorical boat along the way.

In general, preference was given to personnel with a background in the navy, marines, scouts and merchant shipping lines for the crew. Mission personnel were drawn by preference from prestigious universities and research firms for the scientific personnel, with specialists recruited from salvage and mining companies or similar sources of personnel with the right training. For all this effort, many dropped out of the project and had to be replaced, or compromises had to be made to fill a niche. The last weeks of mission preparation saw additional personnel turnover as people had second thoughts or turned out to be incompatible with their crewmates.

The end result is a crew highly capable in many areas and overall solid in necessary skills. However, there are numerous 'wild cards' – personnel who would not have been considered at the beginning of the preparation cycle – and some who are expected to grow into their projected role. The crew is as good as the selection process could make it but how it comes together as the mission unfolds depends greatly on decisions made by the Travellers.

CREW DIVISIONS

The staff of the *Deepnight Revelation* expedition is subdivided into Divisions, each with a specialist role. A command team and their supporting staff run the ship and the mission overall. All ranks and positions are 'within the expedition'. This means a former navy captain might serve as a Division head, answering to an executive officer with no naval rank and a commanding officer who is a former navy commander. Whilst the Division head may hold higher rank outside the expedition, they are subordinate in the internal chain of command.

This chain of command is relatively fluid, in that personnel can be promoted to more responsible roles during the mission or demoted if necessary. The rank a crewmember held before joining the mission will indicate what roles they are suitable for but appointments were made according to the needs of the mission and not the pedigree of personnel applying to join it.

Personnel joining the mission were assigned to one of four Divisions or, in a few cases, to the Command Team.

The **Command Team** consists of the mission commander, the commanding officer of the ship and his executive officer and a small group of supporting personnel. The Command Team is responsible for high-level decisions regarding the overall mission and how to accomplish shorter-term goals.

Flight Division controls the ship and her subordinate craft, and includes pilots, astrogators, sensor operators and officers qualified to stand a bridge watch. Lower-ranked Flight personnel are typically multiskilled, allowing them to help with other tasks when not required to be operating small craft or scout vessels.

Engineering Division is responsible for all technical functions aboard the vessel. This can be subdivided into 'engineering' functions (manoeuvre and jump drives, power systems and life support) and 'technical' functions (machinery not connected with power or drives, plus computers and electronic systems) plus general maintenance and fabrication of components. Technical personnel are rarely found working outside their remit as it is extremely broad and critical to the continued operation of the vessel.

Operations Division has the broadest remit. It is subdivided into three general areas known as the Tactical, Deck and Purser's Departments. Each has a specialist role and in some cases additional subdivisions.

The **Tactical Department** is responsible for internal security of the ship and crew, plus manning weapons if the vessel is called upon to fight. Tactical personnel are also trained for damage control and rescue operations. Since manning weapons is likely to be a very small part of this mission, Tactical personnel who specialise as gunners generally spend a lot of time doing other things. Typically, this involves assisting the Deck and Purser Departments, as well as conducting routine maintenance alongside Technical crews.

The **Purser's Department** answers to the ship's chief administrative officer, conventionally referred to as the Purser. This Department provides administrative functions and also handles food preparation as well as medical support. Personnel within the Purser's Department are typically designated as Stewards, Medics or Administrators.

The **Deck Department** is mostly comprised of generalists who carry out routine tasks such as assisting with inventory and maintenance, lugging cargo around or working outside on the hull as extra muscle on a repair team. Most shipboard tasks are carried out by specialists from one of the other Divisions supported by personnel borrowed from the Deck Department. In a few cases, people who have skills unlikely to be useful on the mission, or which duplicate roles already filled, have joined the crew as deck hands and might later emerge as specialists in an unexpected area.

Mission Division contains personnel whose duties are not directly connected with the operation of the ship. It has a rather fluid internal structure, normally defined by fields of academic endeavour. Thus there is a Life Sciences Department, a Space Sciences Department and others as necessary, with additional personnel grouped as the Support Department. This includes planetside survival experts, drivers, air/raft pilots, surveyors, prospectors and all manner of other personnel. Some of these might be 'wild cards' who do not fit anywhere in the mission hierarchy but could be useful or at least provide an additional set of hands and eyes.

RANKS AND THE CHAIN OF COMMAND

The mission has a clear chain of command, although the organisational structure is flatter and more fluid than a military unit. Indeed, the command structure is based on that used by the Scout Service, where personnel are appointed to a role for a single mission rather than holding a specific rank. Of course, once someone has held a particular post they are likely to be preferred for it in future. This concept informed many personnel choices made whilst putting the crew together; rank and experience were useful guidelines but personnel were assigned where they fit best rather than according to a comparison of hierarchies in different services.

The chain of command indicates who is in charge at each level of command and who takes over when the officer above is out of contact or incapacitated. Some senior personnel are not in the chain of command as they do not have the skills to control a large ship or coordinate its crew. However, these officers do lead personnel within their Department or who have been assigned to them.

At the top of the chain of command are the most senior officers on the mission. The **Mission Commander** is in overall control of the entire mission, which includes giving general orders to the **Captain** of *Deepnight Revelation.* The captain has responsibility for the ship and her crew, however. In practice this means the mission commander tells the captain what must be achieved and what the ship's role in that is to be – usually taking the scientists aboard to their next destination and conducting a survey or something similar – and the captain then decides how this is to be accomplished. The captain has the right and responsibility to decline an instruction if it is too dangerous and advise the mission commander on the best way to proceed. The captain is assisted by his **Executive Officer**, who is responsible for the day to day running of the ship.

The command process usually takes the form of a conference among high-level personnel and anyone

ORGANISATIONAL STRUCTURE

else whose input is considered valuable. Ideas are put forward and their risk/benefit ratio discussed. Finally the mission commander decides how the mission is to proceed and what is needed from the ship to make that happen. The captain determines if this is feasible and what the ship is going to do and the executive officer then decides how to make *that* happen.

The senior personnel generally make big picture decisions, with details implemented by Division commanders and their personnel. Senior officers may take a look at the details when there is time but for a ship to function properly officers must give the commander only as much information as needed. The captain does not have time for a lengthy lecture about the possibility of erratic thrust from Pinnace Five; they need to know if their small craft have the capacity to land a survey team on the target planet and still spare a boat or two for other missions. Likewise the chief engineer does not need to know that a console is down in computer room three; they need to be able to tell the captain whether or not the ship's electronic systems are functioning within acceptable parameters.

Those with major responsibilities are referred to as officers, those with lesser or more specialised responsibilities are normally referred to by their specialist area or as a team leader if they hold that position. All ranks correspond to a job aboard ship or on the mission, and can change if someone is given a new role. If it is necessary to compare the rank and position of crewmembers in order to determine seniority, the Rank Comparison table should be used. However, small teams are often informally organised, with a leader emerging as a matter of tacit agreement among the members.

Rank Comparison

Level	Rank or Position	Notes
0	Mission Commander	
1	Captain	
2	Executive Officer	
3	Chief Officer	Heads of the four Divisions, such as Chief Flight Officer
4	Senior Officer	The most senior officers within a Division
5	Officer	Leaders within a Division
6	Team Leader	Junior leaders, such as the leader of a small work group
7	Various Titles	Skilled or highly experienced crewmembers, such as engineering technicians or mission-related experts
8	Various Titles	Generalist or inexperienced crewmembers, such as research assistants or deck hands

PERSONNEL REQUIREMENTS

Deepnight Revelation requires a considerable crew to operate efficiently and deal with problems. She can be operated by a skeleton staff for a short time but this requires neglecting many tasks and leaves no margin for casualties or emergencies. The crew are divided into four Divisions (Flight, Engineering, Technical and Mission), along with a command and administrative staff.

Command and Administration

The senior officers of the ship and mission are assisted by a small administrative staff and a handful of other crewmembers. There are 12 personnel assigned to Command and Admin.

Level	Position	Number in Crew
0	Mission Commander	1
1	Captain	1
2	Executive Officer	1
5	Command Officer	4
6	Senior Command Clerk	1
8	Command Clerk	4

In addition to the command staff, the command and administrative department contains a handful of non-specialist officers who can be assigned to lead teams or deal with problems. Designated command officers, these are troubleshooters and emergency team leaders. Their skillsets are more about leadership and problem-solving than any particular aspect of the ship or mission. Command officer is an ideal role for a Traveller who does not want senior-level responsibility but likes to be in the thick of things.

There are also a few clerks who assist the senior command team by recording and providing information. They are expected to have information on almost any subject available and ensure that when the command team meets to discuss policy the details are recorded accurately.

Flight Division

Flight personnel operate the ship's bridge systems and pilot auxiliary craft. The Flight Division is considered the most senior of the four, placing the chief flight officer as third in command of *Deepnight Revelation* after the captain and executive officer. There are 57 personnel assigned to Flight Division.

Level	Position	Number in Crew
3	Chief Flight Officer	1
4	Senior Astrogating Officer	1
5	Senior Pilot	1
5	Senior Bridge Officer	1
5	Small Craft Officer	1
6	Bridge Team Leader	3
7	Bridge Crewmember	9
7	Pilot	40

The Flight Division is led by the chief flight officer, who has overall responsibility for manoeuvring the ship and ensuring the Division runs smoothly. They are assisted by officers with high-level responsibility for the important subdivisions, with most bridge functions such as sensor operations handled by skilled crewmembers. It is standard practice to have a bridge-qualified officer on the main bridge at all times in normal space, with another available to take over from the emergency bridge during any hazardous manoeuvre.

Engineering Division

The Engineering Division runs all of the ship's drives, power plants and machinery, and also keeps its electronics systems running. Engineering personnel are often detached to crew small craft and conduct repairs or assist on projects requiring modifications to machinery

The Engineering Division is next in seniority after Flight, placing the chief engineering officer fourth in line to command the whole ship. The engineering and maintenance complement of *Deepnight Revelation* is slightly higher than a naval ship of the same class, reflecting the amount of repairs and maintenance that will be required in the course of the mission. There are 195 personnel in the Engineering Division.

Level	Position	Number in Crew
3	Chief Engineering Officer	1
4	Senior (System) Officer	5
5	Engineering Officer	9
6	Engineering Team Leader	15
7	(System) Technician	30
8	Engineering Hand	75
8	Technical Hand	30
8	Maintenance Hand	30

There are five senior (system) officers, in charge of jump drives, manoeuvre drives, power systems, life support and technical systems. Each is an expert in their field and

skilled in the others. They are assisted by engineering officers, a mix of specialist and generalist engineers.

Operations Division

The Operations Division is the least senior of the three 'ship' Divisions, placing the chief operations officer fifth in line to command the whole vessel. The Division is subdivided into three major sections: Tactical, Purser and Deck. There are 132 personnel in the Operations Division.

Level	Position	Number in Crew
3	Chief Operations Officer	1
4	Senior Tactical Officer	1
5	Spinal Weapon Officer	1
5	Fusion Gunnery Officer	1
5	Beam Gunnery Officer	1
5	Defensive Systems Officer	1
6	Gunnery Team Leader	4
7	Gunner	8
5	Security Officer	3
6	Security Team Leader	6
8	Security Hand	12
4	Senior Administrative Officer (Purser)	1
5	Medical Officer	3
7	Medical Technician/Nurse	6
5	Head Steward	1
8	Stewards	12
5	Administrative Officer	3
7	Administrative Assistant	6
4	Senior Deck Officer	1
5	Deck Officer	9
6	Deck Team Leader	9
7	EVA Specialist	12
8	Deck Hand	30

The Operations Division has the broadest in remit. The operations officer has overall responsibility for everything that keeps the ship and crew running other than its machinery and power plant. The Purser's Department deals with administration, food preparation and medical issues, whilst the Tactical Department is concerned with the protection and security of the ship and her personnel. The Deck Department has a high proportion of generalist officers and also includes a small team whose specialist skills are concerned with external operations and rescue of less skilled personnel who have got themselves into trouble outside the hull.

Mission Division

The Mission Division is not concerned with operating the ship and its personnel are not in its chain of command. They are, however, in line to be elevated to mission-command status. Senior Mission personnel often advise or consult with the mission commander without reference to shipboard Divisions, creating a situation where there are two parallel chains of command, both culminating in the mission commander. In this context the chief mission officer is more influential than may at first appear. There are 92 personnel in the Division.

Level	Position	Number in Crew
3	Chief Mission Officer	1
4	Space Sciences Officer	1
5	Space Scientist	12
4	Physical Sciences Officer	1
5	Physical Scientist	8
4	Life Sciences Officer	1
5	Life Scientist	8
4	Social Sciences Officer	1
5	Social Scientist	8
4	Mission Expert Officer	1
5	Mission Expert	8
7	Research Assistant	18
8	General Assistant	24

Additional Personnel

The projected crew complement of *Deepnight Revelation* at mission start is 488. Her stateroom capacity is 300, plus three larger suites for the most senior personnel in the main hull, and 32 standard staterooms in each pod. There are 495 staterooms in total, leaving room for a handful of additional personnel without imposing double-occupancy. Whilst some crewmembers may wish to live together during the mission it is considered important to morale for everyone to have a cabin of their own, so jamming more crew in is not a viable option.

There are in addition 100 low berths. Some are reserved for emergency use but additional personnel may be willing to travel at least part of the trip in suspended animation. The Referee may choose to be a little vague about exactly who is in there, enabling a desperate skill shortage to be addressed if necessary. It is also worth noting that the actual crew might vary somewhat from the outline presented here. Late dropouts or the arrival of additional useful personnel at the last minute might require a reshuffle or departure with a less than optimal complement.

THE TRAVELLERS

The Travellers will be the focus of the campaign regardless of whether they are in command or not. They should be offered the most senior roles on the mission if they want them, on the understanding that the Traveller must be able to fulfil their chosen role or present a reason why they were able to convince the recruiters they could.

Roles should be offered to the Travellers in order, using the seniority order noted above. Thus mission commander (seniority 0) is offered first, then captain and so forth. Each Traveller who wants the role and who has a suitable skill set can request it. If more than one Traveller wants a particular job, simply have both roll 2D; the highest total gets the position they want. Alternatively, everyone can roll dice and choose the position they want in order of highest score to lowest.

If any Traveller wants a specific role outside the top end of the hierarchy, they can request it. That might mean *Deepnight Revelation* takes along the suave and charming but otherwise not very useful husband of the mission commander… if this is the role the Traveller wants to play they are welcome to try. It may be that the fate of the galaxy falls to someone who would never have been selected for the mission and who might have been forcibly removed if the backers had known they were aboard.

Sensitives and Infectees

Travellers who have played the adventure *Deepnight Legacy* might have discovered they are 'sensitive' to telepathic triggers embedded in the carvings left behind by others who followed the same path. Those who have encountered an entity may have survived infection. These individuals may have experiences along the way that can threaten or assist the expedition.

The carvings convey information in the conventional manner but it is very limited. Their primary function is to act as telepathic triggers, causing the viewer to imagine what the creator intended. The carvings were made 300,000 years ago by Droyne and intended to be viewed by them, so the connection for humans and other modern races is imperfect. The vast majority of people get nothing but a feeling of unease or fear from the carvings but a small proportion are triggered. Even then, the information is not clearly conveyed. A 'sensitive' who has viewed a set of carvings may gain one or two very clear thoughts or ideas, or perhaps a location, but most of the information will take the form of a confused jumble of half-memories. Some will remain submerged in the sensitive's subconscious until much later.

The Referee can use a sensitive who has viewed carvings as a conduit for partial (and occasionally incorrect) information. The sensitive will not be able to reel off the progress of the Droyne expedition, for example, but may be suddenly certain they visited a particular star system. A sensitive will not know about events that occurred after a set of carvings was made but the intentions of the expedition at the time the record was left may be felt. The sensitive will have to work with general impressions and fleeting images rather than concrete information but this may be enough to assist the Travellers – or send them into the same danger the earlier expedition faced.

Infectees who were completely cured will suffer no further effects but those who retain a small amount of the entity's tissue within their nervous system will experience weird dreams, inexplicable headaches and loss of balance, along with impulses they cannot explain. They will eventually become re-infected unless the infection is fully removed or kept suppressed with the counteragent discovered on Alpha during *Deepnight Legacy*.

In the meantime, an infectee will never be completely free from the effects but unless they are relatively close to a manifestation of the entity – which might be just a few cells clinging to a comet in deep space – these will be minor. Proximity to a minor cluster or larger entity will result in a mental 'pull' that can be resisted once

the Traveller knows it is happening, although may at first cause them to undertake actions they did not intend. For example, an infectee might find themselves facing questions about why they absent-mindedly wandered down to the hangar bay and began plotting a course for a specific region of the outsystem. It is not that they are forced to do anything or are unaware they are doing it, they will not realise there is anything untoward about their actions until they stop to think carefully about them. In the meantime they may have taken actions intended to bring the crew of *Deepnight Revelation* into contact with an entity.

Proximity to a major entity is more dangerous and might result in the entity trying to actively control the Traveller. Control is only partial, even in the case of full infection, so the Traveller will not be robbed of their will. However, they will be aware of the entity's wishes and be inclined to comply. Not doing so is a conscious choice, so when distracted or having a lapse in concentration the Traveller might start to drift towards compliance. This is a frightening nuisance rather than a serious threat and will serve to alert the Travellers to the presence of an entity. Infectees will be more seriously affected by entities in the campaign finale but they will also be able to communicate to some extent and perhaps discern the entities' secrets.

If the Travellers do not include an infectee, it is quite possible someone among the crew will be infected and partially cured during the mission. Alternatively, the crew may already include an infectee from another incident – perhaps the discovery of the research vessel *Deepnight Endeavour*. This will enable the Referee to feed confused, pseudo-oracular information and the occasional solid data to the Travellers.

Creating Crewmembers

There is no need to write up every one of the nearly 500 crew in detail. Indeed, this is not desirable since an element of vagueness allows the Referee room to handle unexpected circumstances. The abstract resolution system presented in the *Referee's Handbook* deals with whole-crew situations and a general indication of a crewmember's skills. If more detail is desired, the following system can be used to create someone tailored to their role on *Deepnight Revelation*.

The character's age and number of terms served are based on their relative seniority aboard, since more experienced personnel were assigned to more senior roles. This system assumes the character has experience in relevant service or work but does not specify what it must be. Age can vary, particularly for the most junior personnel. It is entirely possible that a humble research assistant might be over 40 years of age, in which case the Referee may wish to assign additional skills. Given the duration of the mission, personnel over the age of 50 were unlikely to be considered for a position aboard *Deepnight Revelation*.

The Referee must decide whether a character is 'ship' or 'mission' personnel but beyond that has freedom to select skills appropriate to their role.

All 'ship' personnel receive the following skills at level 0: Mechanic, Steward, Vacc Suit.
All 'mission' personnel receive the following skills at level 0: Investigate, Science, Vacc Suit.

Each time a skill is chosen, add +1 to its level, to a maximum of 4. Tier 0-4 personnel may have skill levels higher than 4 to reflect their specialism and expertise.

Automatic Skills are awarded to any character at that command tier unless the Referee decides to assign a different skill in its place.
Division Skills are selected as appropriate to the character's Division or role aboard ship.
Command Skills are selected from the Command Skills column.
General Skills are selected according to the Referee's preference.

Crew Creation

Command Tier	Automatic Skills	Discretionary Skills
0 (Mission Commander)	Leadership, Admin	6 Division, 3 Command, 2 General
1 (Captain and Executive Officer)	Leadership, Admin	5 Division, 3 Command, 2 General
3 (Chief Officer)	Leadership, Admin	5 Division, 2 Command, 1 General
4 (Senior Officer)	Leadership, Admin	4 Division, 2 Command, 1 General
5 (Officer)	Leadership	4 Division, 1 Command, 1 General
6 (Team Leader)	Leadership	2 Division, 1 Command, 1 General
7 (Skilled Crew)	—	2 Division, 1 General
8 (Generalist Crew)	—	1 Division, 2 General

Division Skills

Flight	Engineering	Operations	Mission
Astrogation	Electronics (any)	Admin	Diplomat
Electronics (any)	Engineer (any)	Advocate	Drive (any)
Pilot (any)	Mechanic	Athletics (any)	Electronics (any)
Vacc Suit	Vacc Suit	Deception	Flyer (any)
		Diplomat	Gun Combat (any)
		Explosives	Investigate
		Electronics (any)	Language (any)
		Gun Combat (any)	Medic
		Gunner	Navigation
		Heavy Weapons	Persuade
		Melee (any)	Profession (any)
		Medic	Recon
		Steward	Science (any)
		Vacc Suit	Streetwise
			Survival
			Vacc Suit

Command skills are available to more senior personnel and reflect both leadership and the training senior personnel are given in their prior service.
Ship skills are available to all 'ship' personnel.
Mission skills are available to all 'mission' personnel.
General skills are available to all personnel.

Command and General Skills

Command Skills	General Skills
Admin	+1 to any Characteristic
Advocate	Athletics (any)
Diplomat	Gun Combat (any)
Investigate	Mechanic
Leadership	Melee
Tactics (any)	Steward
	Vacc Suit

Jokubas Mainze

Albrinn Moss

Incidents

The Incidents table is intended to create more interesting crewmembers. In theory it could be used for everyone aboard the ship but it is recommended that the table only be used for crewmembers the Referee wants to flesh out. The probability of an incident occurring some point in a crewmember's career is 4+, plus their rank tier, rolled on 2D. Thus the chance of the captain having an incident in their past is 5+ on 2D.

If an incident occurs, roll 2D on the Incidents table and apply any effects immediately.

Incidents

2D	Incident
2	The character was involved in a controversial incident that won them considerable fame and glory. Some say they are a hero, some a glory-hound who got others killed.
3	The character was involved in a major incident and 'beached' or stalled in their career, joining the expedition for lack of other alternatives.
4	The character was involved in a mildly controversial incident. Rumours abound of conspiracies or glaring errors by senior personnel. It is possible the character was shunted off on this mission as part of a cover-up.
5	The character has made bad mistakes in the past and seeks to escape them or redeem themselves. They may be seen as a Jonah by other crewmembers.
6	The character has a history with someone on the expedition. This may be positive or negative, or perhaps a bit of both.
7	The character has had an unusual career path and picked up additional knowledge. Gain one skill level in any skill.
8	The character has had a very varied career. Gain one level of Jack-of-all-Trades.
9	The character was cross-trained in preparation for the mission. Gain one level in any skill outside their normal specialism.
10	The character is very young for their rank or position, creating doubts about whether they earned it honestly.
11	The character is a renowned expert in their field. Gain two skill levels in their primary area of expertise.
12	The character is a genuine hero and has won accolades for acts of moral or physical courage. However, this has resulted in appointment above their level of competence. Reduce skills to those of the next tier down.

FACTIONS WITHIN THE CREW

There is a real chance of the crew becoming factionalised during the mission. Some potential factions can be predicted; others will occur due to the treatment of an individual by the Travellers or some incident that divides an otherwise harmonious team. The following are only potential factions; it may be that the Travellers can keep their crew functioning smoothly all the way to their destination. Note that the faction names are descriptive. It is unlikely that a group will proclaim itself as Glory Hounds or Mutineers, although some sort of faction name is possible.

The Imperials: A faction loyal to the Imperium above all other considerations, the Imperial faction will push for a turnaround if the mission discovers a significant threat or opportunity along the way. In doing so they are putting the need to deal with or exploit the situation above the possibility that there is something more serious waiting at the mouth of the Great Rift. Otherwise, the Imperials are dedicated to completing the mission and returning with information. This may pose a problem at the end of the voyage.

The Deepnight Loyalists: These individuals will put the interests of the company ahead of other considerations. They will strongly support the existing chain of command – since it was set up by their employer – unless there is an obvious need to replace the commanders. They will push for completion of the mission and returning with information rather than turning back to warn of some lesser threat.

The Researchers: The researcher faction is likely to emerge if the Travellers keep ignoring points of interest. They will clamour to investigate every interesting thing the ship passes and may reach the point of mutiny over repeated refusals. More than one researcher faction may appear, especially if some branches of the Mission staff are ignored or side-lined on a regular basis.

The Glory Hounds: Over time it is possible a clique of daredevils will emerge, who take too many risks or try to outdo one another in ways that put others at risk. Glory hounds will object to playing it too safe and may start biasing or withholding information in order to push the command staff into taking the more exciting options.

The Disaffected: Disaffected personnel just want to give up and go home. They are more likely to be listless and insubordinate than mutinous at first, however homesickness might lead to dramatic actions sooner or later. Ironically perhaps, disaffected crewmembers may agitate for a hard push forward, ignoring points of interest and taking risks so they can get the job done and go home.

The Mutineers: The crew could reach the point of mutiny for many reasons but a mutineer faction has a different agenda – its members want to change the command structure and put themselves or a favoured officer in charge. Mutineers may well want to continue the mission but have lost faith in the current commanders and want to replace them.

CREWMEMBERS

The following identities can be assigned to anyone aboard *Deepnight Revelation*, allowing the Referee to flesh out crewmates the Travellers regularly interact with and quickly assign a personality or at least a name to someone who becomes important. It is not necessary to detail everyone in this manner; the Travellers will know who the senior officers are and what they are like but beyond that they will only be very familiar with their immediate associates. Someone vaguely familiar passing in a corridor does not need to be assigned a name; people tend to create labels based on a first impression, such as 'clumsy steward guy' or 'that officer from Engineering with the really weird accent'. It is more than likely that the Travellers will only learn the names of some of their colleagues upon some major event like a commendation ceremony or funeral.

Note that names and traits on the Crewmembers table do not need to be paired and that traits can be used more than once with slight variation.

Niamh McCabe | Yusev Holland | Maia Arrich

Enrique Dilgaadi | Sir Leon Sivas | Amelie Kaliguuan

Crewmembers

Forename	Surname	Trait
Isaac	Meganeur	A distant relative of a major Imperial noble house and likes to make sure everyone knows it.
Sarame	Kander	Oddly proportioned limbs ensure that nothing fits properly.
Ishugi	Miracru	Grumbles incessantly but argues with anyone who agrees.
Ardath	Yount	Extremely loyal to the Deepnight Corporation.
Maaniil	Stricklann	Solid and reliable but unimaginative.
Tinishia	Fusmaar	Possesses a notorious sweet tooth but never seems to put on weight.
Albrecht	Caudell	Apparently suffering from near-terminal hypochondria.
Radshir	Bresette	Loud. Or Louder. Cannot do anything quietly.
Kaablun	Luukis	A mine of utterly irrelevant and trivial information.
Jonai	Batten	Alarmingly clumsy except when working.
Kaarin	Chalfond	Charming, friendly and manipulative.
Amben	Scocha	Career Imperial Navy, on secondment to the mission.
Lucien	Suunde	Likes to exercise, including running more or less everywhere just for the sake of it.
Particja	Mercuse	Perfectionist.
Rolle	Fabian	Makes excellent cakes and bread but leaves the galley looking like a war zone.
Seidelle	Yarrington	Likes to sing.
Authin	Kohaku	Highly competitive gamer.
Jaime	Hentz	Attaches himself to someone and becomes their sidekick whether they want it or not, until he gets bored of them and moves on.
Bilem	Monterosso	Apparently only knows one joke and insists on telling it over and over.
Embe	Liowski	Extremely ambitious but of mediocre talent.
Kaarst	Metivier	Well liked among the crew, almost a ship's mascot or good-luck charm.
Viktor	Schvler	Fond of weapons but in a generally positive way.
Jamkaa	Mountberre	Parsimonious to the point of being miserly with resources.
Anthony	Vaanis	Inexperienced but highly promising.
Niall	Rosden	Cannot abide clutter or untidiness; constantly tidies up working areas and adjusts other crewmembers' clothing while they are wearing it.
Amshar	Caastaan	A 'grey person' who fades into the background in any social gathering and is overlooked when someone is needed to do a job.
Koronal	Preea	Prone to hot-dogging tasks rather than following the manual, however generally successful.
Burgess	Kinnii	A small-scale scrounger and petty black marketeer.
Kip	Magers	Likes vehicles of all kinds and will find excuses to work on or ride in them.
Valentian	Labriola	Highly protective of the ship and crewmates.
Naam	Hoduunu	Volunteers for pretty much everything.
Leonar	Ingrassia	Fascinated by the stars. Will happily spend hours in the observatory just looking at them.
Ingaal	Goh	Extraordinarily patient and quite willing to spend long periods getting a job just right if necessary.
Lybyx	Varnauui	Has a keen eye for hazards and potential dangers. Can be tiresome about it if others are willing to accept small risks that Lybyx is not.
Piotr	Chiaramonte	Maintains an alternative mission history, focussing on details of the crew's lives rather than the big discoveries.
Alex	Demoura	Focusses on one senior crewmember to constantly find fault with, for weeks on end, then eventually moves on to another target.

MORE DETAILED CHARACTERS

The following crewmembers are presented in a little more detail. These identities can be attached to the Travellers' crewmates or the more prominent individuals aboard *Deepnight Revelation,* as appropriate. In addition, survivors of *Deepnight Legacy* might be assigned to the expedition.

Jokubas Mainze: Jokubas is a career spacer who never had much luck. He has served aboard a string of vessels, always honourably, but never seems to find that big score or career-making achievement. He is hard-working and diligent in a fatalistic sort of way, although his determination to succeed this time around will carry him through the first few weeks of the voyage in a spirit of optimism. After this wears off it will become apparent that he is just going through the motions – competently but without any real spirit.

Jokubas is dependable and good company, although suspicious Travellers might wonder if he really believes in the mission. The truth is that he does, he just no longer believes in himself. A big success might inspire him to fulfil his potential but without one the spark will slowly die until Jokubas is more or less on a par with the shipboard robots – doing his job without enthusiasm or hope of more than mediocre success.

Enrique Dilgaadi: Enrique is a member of the Mission team, with at least some knowledge of space sciences. He is a very good mathematician but not a conventional one. He just 'sees' the answer to complex equations sometimes or processes mathematical operations in his subconscious before producing an answer. This leads to a disconcerting habit of suddenly realising someone's calculations are off. Enrique might call the bridge to inform the officer of the watch that he walked past a console 15 minutes ago and saw the astrogators' calculations. He has just realised there is a flaw in one of the bilineal transformations the astrogator was performing and the ship will go off course if it is not corrected…

Enrique has an instinctive grasp of how the universe works and with it goes an irrational fear of the singularities at the heart of black holes. These are places where the laws of physics break down and Enrique finds that frightening on a level most people simply cannot comprehend.

Maia Arrich: Maia loves EVA; working outside the ship in a vacc suit. She will find any excuse to clamber about on the hull. Planetside on some airless rockball is not as good; Maia likes to float. She is not in any way reckless, and despises those who are, but will take time to savour the experience and is not above drawing a task out in order to increase her suit-time.

Aboard ship Maia is self-disciplined and rather intolerant of those who are cavalier about securing loose items or following protocols. She respects those who can be trusted to complete their share of a task without oversight and is very wary of gold-brickers. On an EVA team someone not pulling their weight or pretending to have done a job properly when they have not can cause fatalities.

Albrinn Moss: Albrinn is something of a mystery; the mystery being how someone like him got included in the crew. He is a rather sleazy, if charming, individual who 'knows how to get' almost anything a Traveller might need. Albrinn will be intimately familiar with every crawlway and obscure locker before the ship has been in space a month, and will start building up stashes of things others might need the moment he has dumped his bags in a cabin.

Albrinn is careful not to attract attention and will turn down requests for anything too blatant. However, if someone has smuggled a cute alien aboard as a pet it will either be Albrinn or he will know where it is and what it needs to be fed. Albrinn is willing to provide items or services in return for favours owed and will soon have a web of contacts who will look out for him in case they need something he can provide.

Sir Leon Sivas: Sir Leon is the official Imperial representative aboard *Deepnight Revelation*, whatever his crew function may be. He is usually included in planning sessions as a matter of courtesy and generally has something useful to contribute. Sir Leon was informed by his superiors that Imperial agents are among the crew charged with ensuring a successful mission. He does not know who they are but has been given activation signals to use if necessary.

Sir Leon is as dedicated to the mission as anyone else. He volunteered partly to enhance his career when he finally gets home and partly because he found the mission concept genuinely fascinating. The Travellers may suspect some hidden agenda but there is none; the Imperium simply wants the *Deepnight Revelation* expedition to do what it provided funds and permission to buy a heavy cruiser for and Sir Leon's main function is to remind the command crew of that. He has a habit of doing so a little too often but is otherwise a gracious and agreeable shipmate.

Amelie Kaliguuan: Amelie is the Deepnight Corporation counterpart to Sir Leon. Her task is to ensure the corporation's enormous investment produces results. The promised payment for returning with good information about the mission target is enormous and a good result will probably see the upper echelons of the corporation elevated to the high nobility. Amelie expects to receive their gratitude.

Amelie is not, for all of that, a nasty corporate shill. She is a professional, working with other professionals towards a goal that benefits everyone on a mission everyone volunteered for. She respects and is proud to work alongside anyone who would join such a breath-taking endeavour as the voyage and her habitual corporate-speak sometimes falters when she contemplates the wonder of what she is involved in. This will make her an implacable enemy of anyone endangering the mission – for personal as well as professional reasons.

Yusev Holland: Yusev is a highly competent and driven expert in his field, who rose to prominence by being good at what he does. Unfortunately that led to a leadership position and Yusev has no leadership skills. He has a 'corporate alpha' personality, expecting those of lower rank to defer to him and ordering people around even outside the work environment. He will quickly alienate his workmates by acting as an overlord rather than a leader.

Yusev will be a constant irritant to the Travellers, and everyone else around him, and may end up provoking some of the crew to take action against him. He does not mean to be such a massive jerk; he simply does not know how not to be and is sufficiently self-important to resent any attempt to change his attitude.

Niamh McCabe: Niamh is aboard because she had a brush with an entity in the past. She survived but her crewmates did not. She fears what the expedition might find at its destination but is also fascinated with the creature. This has led to a passionate if haphazard study of unusual and extreme life forms in the hope of gaining understanding as to how such a being could exist and what it might do.

Niamh will provide information – some of it based on incorrect supposition – and warnings about the creature; she will constantly push for tighter protocols to avoid infestation of *Deepnight Revelation*. She can be used by the Referee to provide hints or warn the Travellers against an unwise course of action but it should be kept in mind that she is a survivor, not an expert. She does not know much and some of her 'knowledge' is inaccurate.

CURRENCY ABOARD SHIP

The crew are all being paid a very good salary to take part in the mission. With bonuses for discoveries along the way, this will be enough to set them up for life when they get back. However, it is meaningless aboard *Deepnight Revelation* during her mission.

Travellers can take along as much money as they please to use in any ports they visit before they leave Charted Space but after this the internal economy of *Deepnight Revelation* is what matters. Every crewmember has a supply allocation and what they draw from the ship's stores counts against it. This is very loosely administered most of the time – if there are plenty of supplies then it really does not matter if someone has an extra helping of pie at dinner – but larger items or anything in short supply will be carefully monitored. A crewmember who wears out their uniform doing legitimate work will get as many replacements as required but someone who keeps drawing items from stores without a demonstrated need will come to the notice of administrative staff unless they have taken measures to avoid this.

Weapons will not be issued unless there is a demonstrated need and ordering the seventh pair of boots in a month will result in a chat with the officer of the watch. If they do not abuse the system, the Travellers can have whatever they like from stores, within reason, but there is not much to do with any of it. A black market will inevitably spring up among the crew but in an environment where currency is basically worthless any trade will be in items, information or favours.

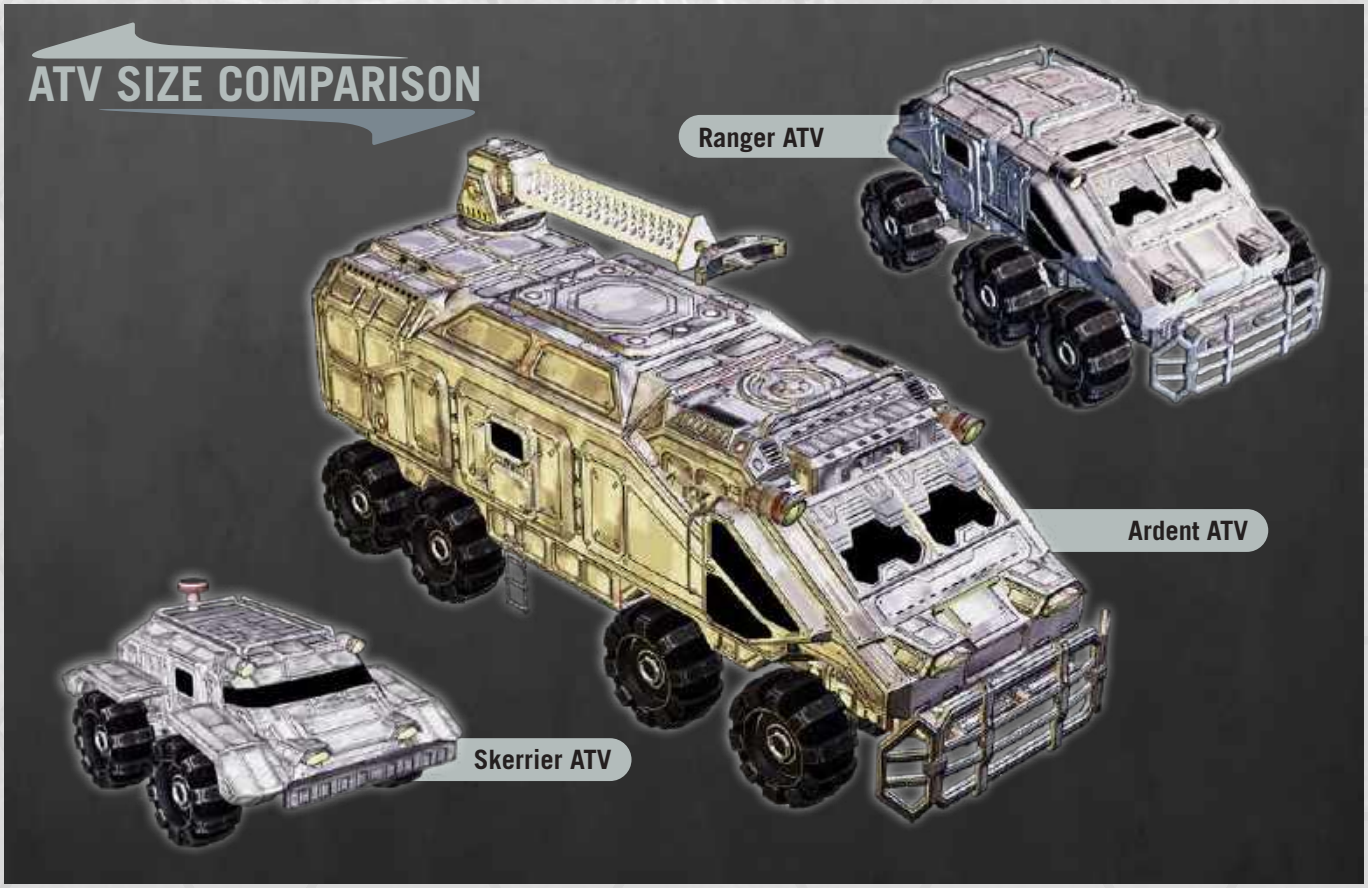
C H A P T E R S I X

CRAFT, VEHICLES AND EQUIPMENT

To a great extent, the crew of *Deepnight Revelation* must make do with the equipment they have at the start of the mission. If a pinnace is lost, it is gone. Enough attrition of equipment and small craft could force abandonment of the mission. There are options regarding lost or damaged craft and vehicles, however. A replacement might be sourced from a friendly alien race or damaged craft might be combined to create a new one. It is even possible to build new craft, although the process of obtaining all the necessary materials is likely to be prohibitive.

Equipment losses and inventive workarounds used by the Travellers are part of the *Deepnight Revelation* storyline, so the Referee should not be lenient about losses. It might be that the Travellers land at their final destination in a shuttle built out of a wreck they found in deep space and ride captured animals to investigate the worlds they find. This is a part of the *Deepnight Revelation* experience and overcoming equipment-related adversity is an essential component of the challenge.

Deepnight Revelation carries a large complement of subordinate craft. These are in three classes, designated scouts, pinnaces and boats. The scouts are jump-capable vessels capable of ranging ahead or to the flanks of the projected mission path, or acting as mobile exploration platforms within a star system. It is envisaged that sometimes a scout will be left behind to study a site or phenomenon, although their limited jump capability means they can only catch up if *Deepnight Revelation* waits at a predesignated location – perhaps a second point of interest. The pinnaces are in-system workhorses designed to provide transportation to and from planetary surfaces as well as conducting exploration surveys. The boats have a shorter range and will normally ply between a ground site and the parent vessel, although a task force could be formed of several boats and a pinnace or scout.



DEEPNIGHT SCOUT

TL15		TONS	COST (MCr)
Hull	200 tons, Streamlined	—	12
	Radiation Shielding	—	5
Armour	Bonded Superdense, Armour: 4	6.4	3.84
M-Drive	Thrust 4 (energy efficient x3)	8	24
	Deep Space Manoeuvring System	4	14.4
J-Drive	Jump 2 (reduced fuel requirement –10%, energy efficient)	15	33.75
Power Plant	Fusion (TL15), Power 160	8	16
Fuel Tanks	J-2 x2, 12 weeks of operation	74.6	—
Bridge	Holographic Controls	10	1.25
Computer	Computer/35	—	30
Sensors	Advanced	5	5.3
	Enhanced Signal Processing	2	8
	Mineral Detection Suite	—	5
	Life Scanner Analysis Suite	1	4
	Deep Penetration Scanners	2	2
Weapons	Triple Turret (pulse laser x2, sandcaster)	1	3.25
	Triple Turret (pulse laser x2, missile rack)	1	3.75
Ammunition	Munitions Stowage Area (1 ton) x2	2	—
Systems	Repair Drones	2	0.4
	Probe Drones	2	1
	Fuel Processor (40 tons/day)	2	1
	UNREP System (20 tons/hour)	1	0.5
	Laboratory	4	1
	Working Area	8	0.8
Staterooms	Standard x4	16	2
	Common Area	8	0.8
Cargo		17	—

TOTAL: MCr 179.04

CREW

CAPTAIN, ASTROGATOR, PILOT, ENGINEER

RUNNING COSTS

MAINTENANCE COST
Cr14920/month

PURCHASE COST
MCr179.04

POWER REQUIREMENTS

- 20 (80) — MANOEUVRE DRIVE
- 40 — BASIC SHIP SYSTEMS
- 30 — JUMP DRIVE
- 6 — SENSORS
- 18 — WEAPONS
- 2 — FUEL PROCESSOR
- 6 — SYSTEMS

The Deepnight Scout is a custom design adapted from a naval reconnaissance vessel originally intended for the private security and corporate markets. Hull form resembles an extended version of the Type-S scout/courier, with the 'wing' using a cranked arrow configuration. Much of the vessel's fuel tankage is in the wing area, with the main (upper) deck forming the central part of the wing.

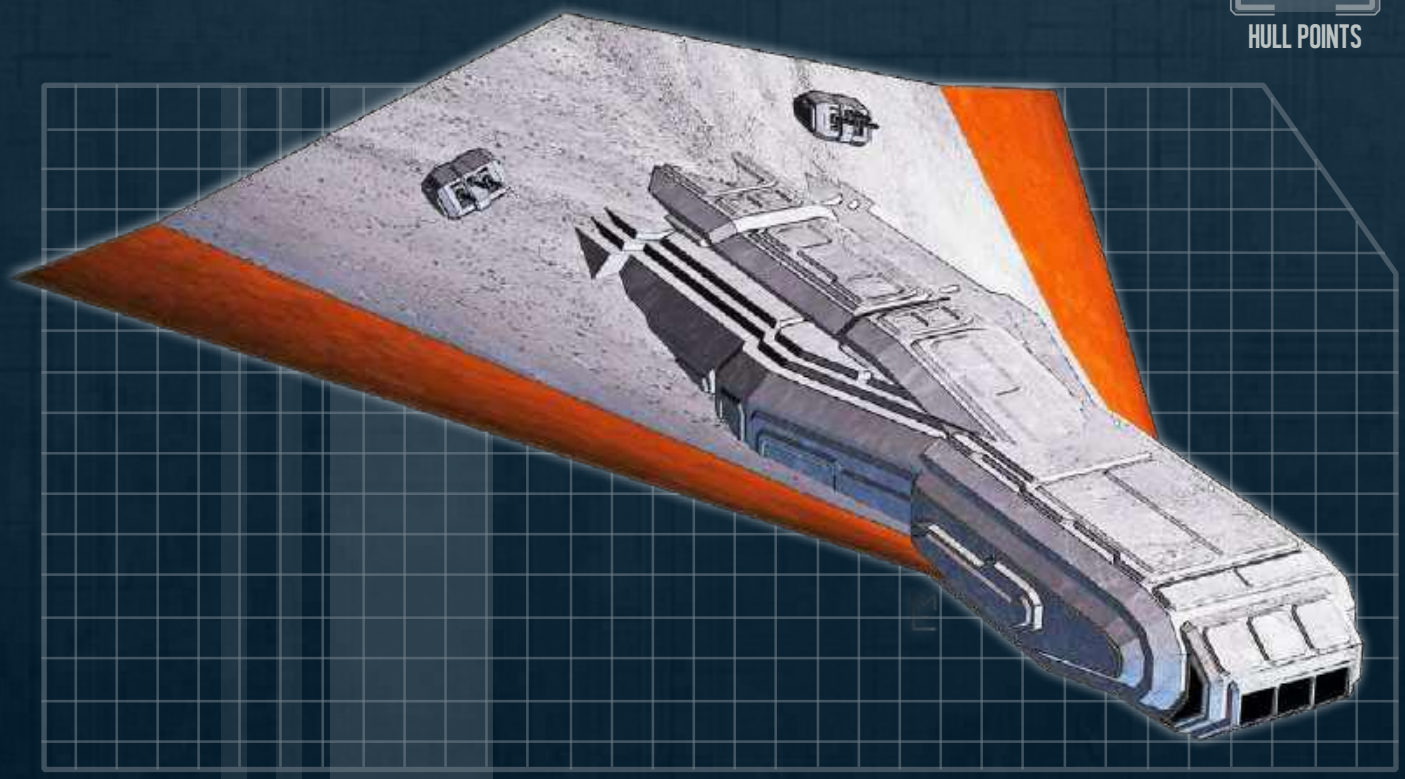
On the dorsal surface of this wing are mounted two triple turrets, both containing a pair of pulse lasers for self-defence and also a missile rack and sandcaster respectively. These are more commonly used to deliver beacons, probes and the like, rather than weapons. Each has a dedicated stowage area for munitions but no autoloading system, so once ammunition in the weapon has been expended it must be manually reloaded.

The upper deck contains the bridge, which 'hangs' under a neck projecting forward of the main wing area, plus crew accommodation and living spaces, aft of which are the drive and power rooms. The power plant is sufficient for most needs but the jump drive cannot be charged while the deep space manoeuvring system is in operation.

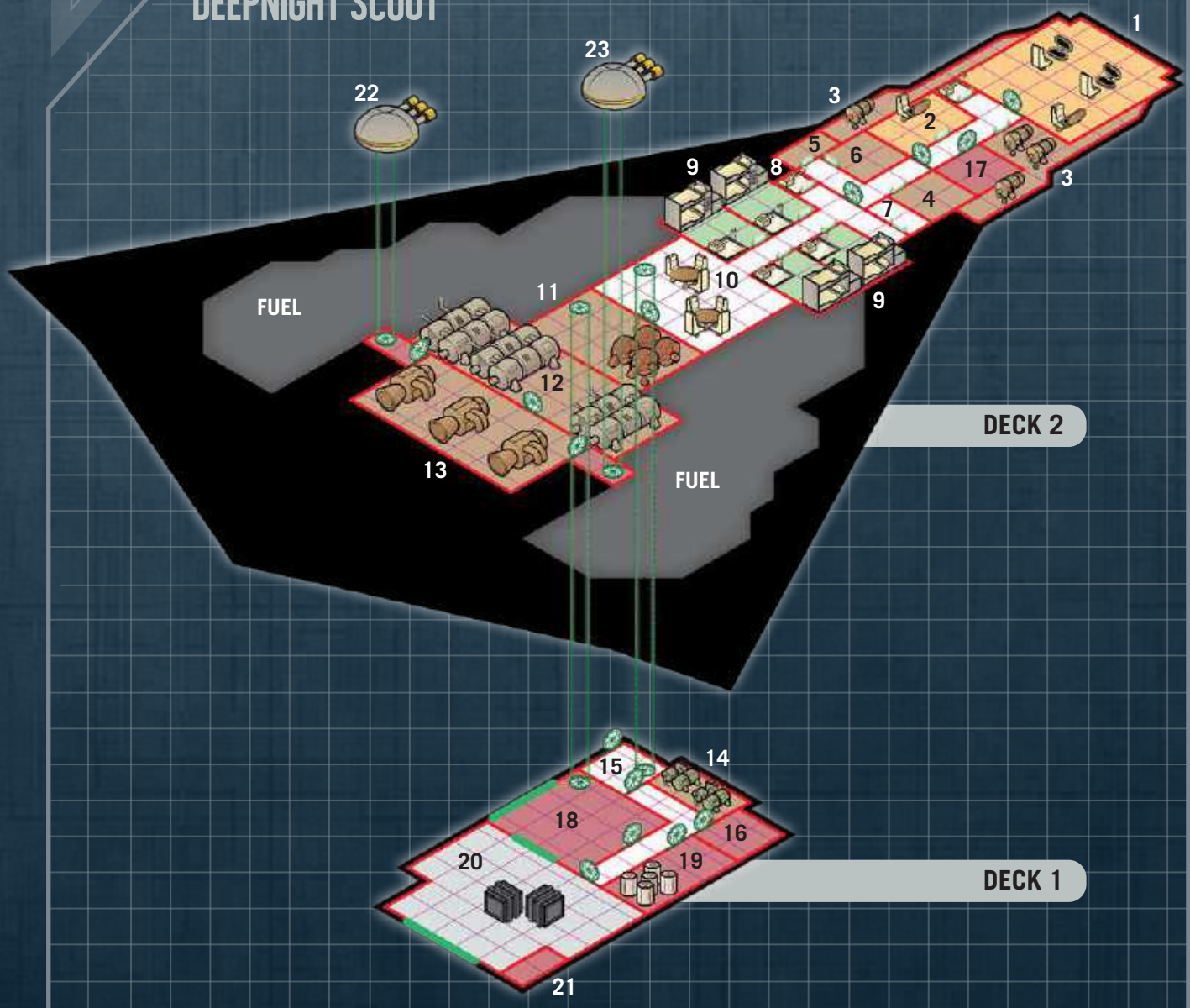
The lower deck is shorter than the upper one and contains the ship's working areas. A cargo door aft gives access to the small hold, beyond which is a laboratory and multifunction working area. This can be used to stow additional cargo but is intended to allow crew to work on objects brought aboard or vehicles for use planetside. The main airlock is forward of the working area, which also houses heavy hostile environment suits or other bulky equipment if carried.

The Deepnight Scout can make two consecutive jump-2 transits, enabling it to reach a nearby system and get back to the parent vessel without requiring a local fuel source. Its streamlined configuration is intended to permit safer operations in atmosphere or at least reduce the effects of turbulence. Although it is quite a tight vessel in terms of accommodation, the scout has sufficient cargo and working space that a crew can tolerate extended periods aboard. However, it is very much intended to operate as a subordinate craft rather than a starship in its own right.

40
HULL POINTS



DEEPNIGHT SCOUT



LEGEND

1. Bridge
2. Office
3. Sensors
4. Enhanced Signal Processing
5. Life Scanner Analysis Suite
6. Deep Penetration Scanners
7. Ship's Locker
8. Fresher
9. Stateroom
10. Common Area
11. Power Plant
12. Jump Drive
13. Manoeuvre Drive
14. Fuel Processor
15. Air Lock
16. Repair Drones
17. Probe Drones
18. Working Area
19. Laboratory
20. Cargo Hold
21. UNREP System
22. Pulse Laser/Sandcaster Turret
23. Pulse Laser/Missile Rack Turret

DEEPNIGHT PINNACE

TL15		TONS	COST (MCr)
Hull	60 tons, Streamlined	—	3.6
	Radiation Shielding	—	1.5
	Aerofins	3	0.3
Armour	Bonded Superdense, Armour: 2	0.96	0.576
M-Drive	Thrust 4 (energy efficient x3)	2.4	7.2
Power Plant	Fusion (TL15), Power 40	2	4
Fuel Tanks	8 weeks of operation	0.6	—
Bridge	Small Bridge, Holographic Controls	3	0.5
Computer	Computer/20	—	5
Sensors	Advanced	5	5.3
	Sensor Stations x2	2	1
Systems	Fuel Processor (40 tons/day)	2	1
	UNREP System (20 tons/hour)	1	0.5
	Advanced Probe Drones	4	3.2
Staterooms	Standard x2	8	1
	Common areas	6	0.2
Cargo		20	—

TOTAL: MCr 34.776

CREW

PILOT

RUNNING COSTS

MAINTENANCE COST
Cr2898/month

PURCHASE COST
MCr34.776

POWER REQUIREMENTS

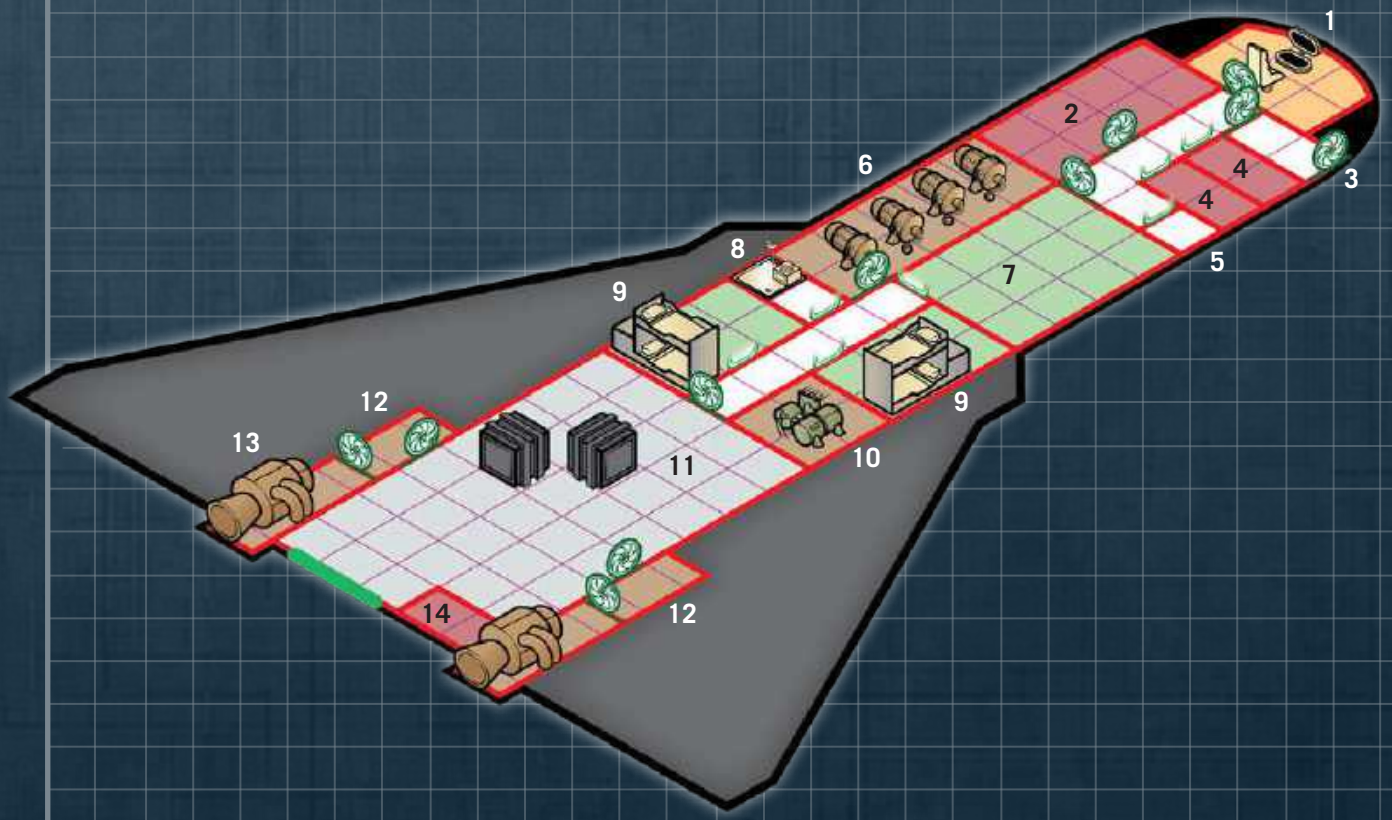
6 MANOEUVRE DRIVE	12 BASIC SHIP SYSTEMS
2 SYSTEMS	6 SENSORS

24 HULL POINTS

The Deepnight Pinnace is an enlarged and upgraded version of the standard pinnace in use throughout Charted Space. Based on a streamlined 60-ton hull, it is intended for extended-range operations within a star system and has more crew space than a conventional craft would carry. The pinnace is the maid-of-all-work for the *Deepnight Revelation* expedition and can be internally reconfigured to carry cargo, fuel, personnel or vehicles as needed.

The pinnace is designed for operations within an atmosphere and can deliver probes to a planetary surface for a detailed survey. The small probe control area is appended to the rear of the cockpit and can be reconfigured for other purposes including crew training or data gathering. The crew space is often used as a working area, with staterooms available for rest on a 'hot bunking' basis during a lengthy mission.

DEEPNIGHT PINNACE



LEGEND

1. Small Bridge
2. Probe Drones
3. Air Lock
4. Sensor Stations
5. Ship's Locker
6. Sensors
7. Common Areas
8. Fresher
9. Stateroom
10. Fuel Processor
11. Cargo Hold
12. Power Plant
13. Manoeuvre Drive
14. UNREP System

DEEPNIGHT BOAT

TL15		TONS	COST (MCR)
Hull	20 tons, Streamlined	—	1.2
	Radiation Shielding	—	0.5
	Aerofins	1	0.1
Armour	Armour: 0	—	—
M-Drive	Thrust 4 (energy efficient x3)	0.8	2.4
Power Plant	Fusion (TL15), Power 20	1	2
Fuel Tanks	8 weeks of operation	1	—
Bridge	Bridge, Holographic Controls	3	0.625
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Systems	—	—	—
Staterooms	Cabin Space	3	0.1
Cargo		8	—

TOTAL: MCR 11.185

CREW

PILOT

RUNNING COSTS

MAINTENANCE COST
Cr932/month

PURCHASE COST
MCr11.185

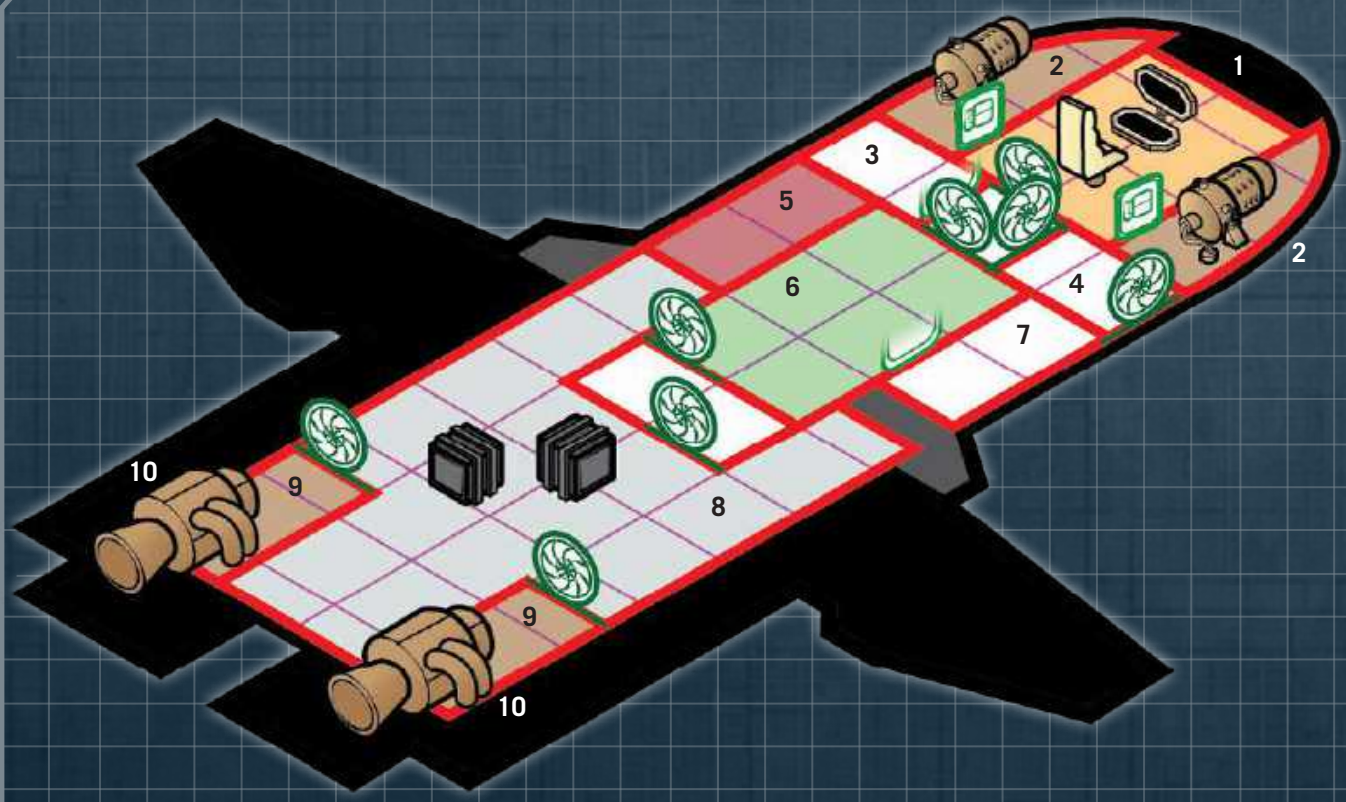
POWER REQUIREMENTS

2 MANOEUVRE DRIVE	4 BASIC SHIP SYSTEMS
2 SYSTEMS	2 SENSORS
8 HULL POINTS	

The Deepnight Boat is a much more basic craft than the pinnace, intended for utility work rather than exploration, and does not carry probes or similar equipment. As a result, the smaller boats are more efficient for simple cargo and personnel transfers and tend to remain close to their parent vessel whilst the pinnaces range more widely.

Hull form is broadly similar to the pinnace and performance both in atmosphere and space are comparable.

DEEPNIGHT BOAT



LEGEND
1. Bridge
2. Sensors
3. Ship's Locker
4. Airlock
5. UNREP System
6. Cabin Space
7. Fresher
8. Cargo Hold
9. Powerplant
10. Manoeuvre Drive

RETRACTED WINGS

VEHICLES AND HEAVY EQUIPMENT

Deepnight Revelation carries numerous vehicles and heavy equipment for use in space or planetside. The majority of equipment was chosen for versatility, as the amount of specialist systems that could be carried was strictly limited. Durability was also a concern, given the length of the voyage. In many cases standard off-the-shelf systems were purchased, but some of *Deepnight Revelation's* equipment is unique or at least highly uncommon.

Forward Base Module (TL15): *Deepnight Revelation* is capable of setting up a small installation on a planetary surface (or moon, asteroid or other suitable body), consisting of self-contained modules anchored in place with piles driven into rock. Short connecting sections link closely situated modules and provide internal airlocks in the event of a breach. The system is based on a larger, lower-tech module system used by the Deepnight Corporation but has been developed for the present voyage. Each module requires eight tons of cargo space to transport when dismantled or can be carried ready set up by a craft with 18 tons of cargo space, so it is possible to deliver a single module planetside in ready-to-use configuration using a pinnace or as cargo aboard a boat.

Forward Base Modules

Module Type	Function
Core Module	The core module contains a small fusion power plant with sufficient fuel reserves to last a year, plus water and waste recycling systems. A core module can support a large installation with power to spare for equipment or vehicles.
Quarters Module	A quarters module contains a living space for two people equivalent to a double-occupancy stateroom, plus a small working and living area.
Entry Module	An entry module has a full airlock and stowage for vacc suits and equipment. At need, any module can be used as an ersatz airlock but only an entry module has full decontamination facilities.
Configurable Module	A configurable module is basically a shell that can be outfitted with light mobile furnishings or used for storage. It can be configured as a laboratory, workshop or adapted to any other purpose using standard vehicle components.

Short-Range Probe: A short-range probe is designed to be launched from a standard missile launcher or container-launcher loaded into a sandcaster. The probe itself has very limited manoeuvring capability, although its booster segment can deliver it to an area around 100,000 kilometres from the parent ship before burning out. The booster is disposable but the more complex probe is designed to be recovered if possible. A short-range probe has a capability equivalent to a Civilian sensor package, plus some specialist equipment that allows it to take atmosphere, water and soil samples if delivered to a planetary surface. A probe could be manually landed from a small craft or delivered remotely. Either way, it is recoverable unless expended in a dangerous or corrosive environment.

Long-Range Probe: Using a standard missile bus configured for low-power sustained acceleration, a long-range probe can deliver a sensor package over a much greater distance than other drones. Maximum range is about 10AU, after which the probe will drift onwards and can collect data but cannot manoeuvre. A probe sent to orbit a world up to 3AU away can usually get back to the parent ship for re-use and one delivered to a point within 5AU can fly a search pattern for several hours before running out of fuel. Probes can be sent out to a maximum of 1AU to fly a pattern for a few hours then return and can be refuelled and re-used. The probe can also act as a relay point for communications as well as a remote sensor platform. Its capabilities are much the same as the short-range probe.

STANDARD VEHICLES

Deepnight Revelation carries an array of standard vehicles for use planetside. Some advanced vehicles were obtained but for budgetary and time constraints others were simply bought off the shelf. The exact composition of *Deepnight Revelation's* vehicle complement can be determined by the Referee and

Travellers at the outfitting stage. Suitable vehicles can be found in the *Traveller Core Rulebook* and there are plenty to choose from in the *Vehicle Handbook*.

Grav Vehicles: A standard air/raft takes up four tons in a cargo hold; two can be deployed by a utility boat or up to four can be carried by a pinnace in addition to a small amount of other cargo. The Travellers may also want to carry additional vehicles such as grav bikes or speeders.

Ground Vehicles: A standard ATV takes up 10 tons in a cargo bay and can be carried planetside by a pinnace. Other possible ground vehicle choices include motorcycles and trucks.

Other Vehicles: The Travellers may decide they want conventional aircraft on the mission or watercraft. No specialist designs were commissioned but a range of suitable craft are available on the open market. However the Referee should not allow the Travellers to fill up their cargo space with tanks and other military vehicles. Not only are these unsuited to an exploration mission, they typically require licensing. A reputable mercenary force might have little trouble obtaining relevant documentation but an exploration company faces greater challenges and delays. A couple of armoured cars or armed grav sleds might be acceptable but the Travellers are not supposed to be looking for a war and will need the space for exploration equipment.

Vehicular Equipment: Cargo can be allocated to vehicular equipment at the rate of one Space to 0.25 tons of cargo. The contents of this vehicular equipment need not be specified at the mission start, allowing the Travellers to break out a laboratory module or vehicle-mounted crane if they want to convert a vehicle without requiring every single item to be tracked. Components carried as cargo are tightly packaged and often dismantled, and will need to be fitted in a workshop or the mission pods' construction decks.

RANGER

The Ranger is an advanced six-wheel-drive ground vehicle suitable for light cargo work and personnel transport. It is intended as a planetside workhorse and can be easily transported aboard a boat or pinnace. All Rangers aboard *Deepnight Revelation* are built on the same chassis and have the same controls but some are set up as pickup trucks with a four person cab and a cargo capacity of 2,000 kilograms in the open back, whilst the others have a larger passenger cabin capable of holding up to eight people in addition to two crew.

The cab and passenger area is fully air conditioned and capable of protecting occupants against contamination and the effects of thin, very thin, and even trace atmospheres but there are no airlocks. It is possible for the crew to don breathing masks connected to the vehicle's life support system before unsealing the doors and purge the outside atmosphere from the cabin after an excursion. This process is cumbersome but allows operations in many different environments.

A Ranger can be carried in the cargo hold of one of *Deepnight Revelation's* boats and once planetside can cope with very rough terrain. Its fuel cells are good for nearly 3,000 kilometres at modest speed, although this is reduced if steep slopes must be traversed or very heavy loads carried.

SKERRIER

The Skerrier is a mini-ATV designed for high-mobility survey and exploration work in a potentially hostile environment. Whilst much can be done from an air/raft, there are many situations where a ground vehicle is more efficient. Besides, when scouting sites for groundside installations or a route for heavier vehicles, an impression gained from the air can be misleading. The Skerrier is set up for a crew of two – usually a driver and sensor operator – and has an extensive electronics fit allowing it to carry out a wide range of exploration tasks. Cargo capacity is limited and there is no room for additional passengers, so as a rule the Skerriers operate as scouts and Rangers follow as utility vehicles.

The Skerrier runs on four large wheels, identical to those used on larger ATVs, and has many other components in common. Its fuel cells are optimised for long-duration operations and additional fuel capacity was achieved by combining storage with light armour over critical spaces. In theory this could lead to an armour beach carrying fuel cell fragments into the vehicle's interior but on the other hand the vehicle is overall better protected than it otherwise would be.

Although the Skerrier has good life-support capability, it is not capable of mounting an airlock. An emergency 'plastic lock' kit is carried, which allows a temporary seal to be created outside the cabin door but it is common for personnel using a Skerrier to wear vacc suits, donning helmets and depressurising the vehicle when going outside. Although cumbersome, this system allows a small vehicle to operate over very long distances. Two Skerriers will fit in the cargo bay of a utility boat.

RANGER

TL	15
SKILL	DRIVE (WHEEL)
AGILITY	+3
SPEED (CRUISE)	FAST (MEDIUM)
RANGE (CRUISE)	1,980 (2,970)
CREW	2
PASSENGERS	8
CARGO	0.5 TONS
HULL	32
SHIPPING	8 TONS
COST	CR179950

ARMOUR

FRONT	4
REAR	4
SIDES	4

TRAITS

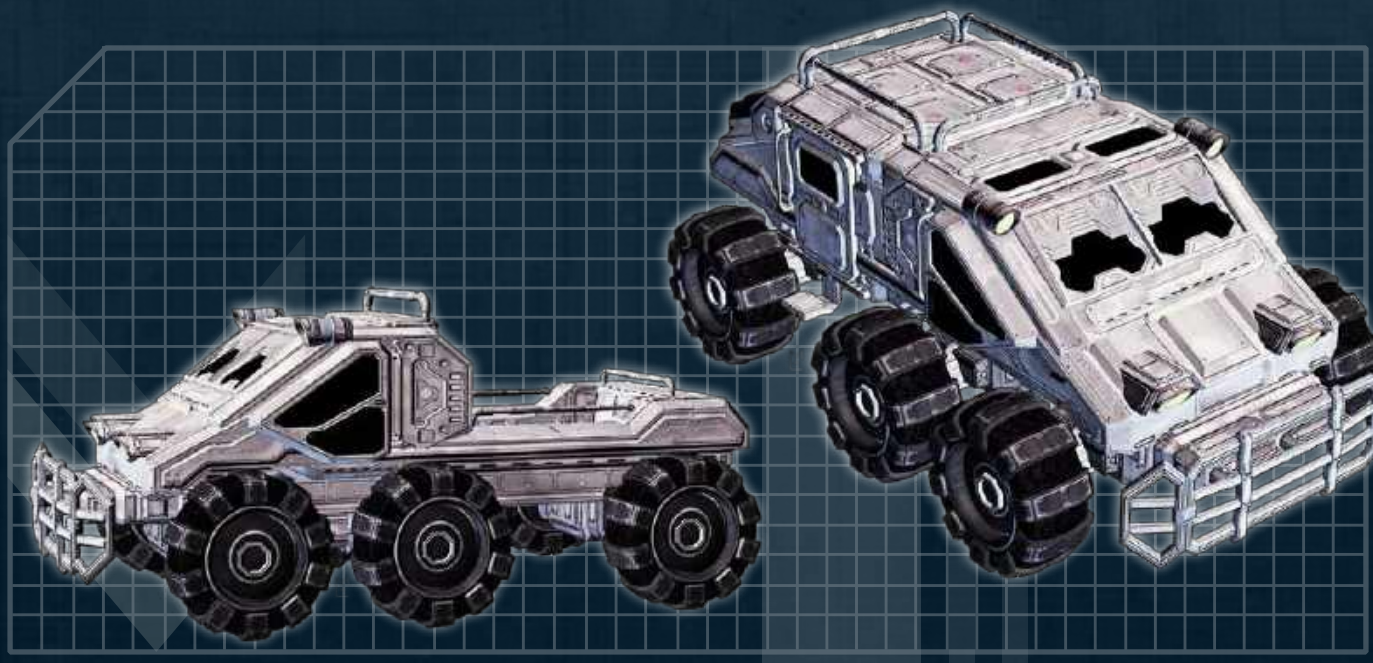
Off-roader

Autopilot (skill level)	3
Communications (range)	1,000 km
Navigation (Navigation DM)	–4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

EQUIPMENT AND WEAPONS

Autopilot (advanced), Communications System (advanced, satellite uplink), Computer/5, Control System (advanced), Fire Extinguishers, Life Support (short-term), Navigation System (advanced), Sensor System (advanced), Smart Wheels

No weapons



SKERRIER

TL	15
SKILL	DRIVE (WHEEL)
AGILITY	+3
SPEED (CRUISE)	FAST (MEDIUM)
RANGE (CRUISE)	2,450 (3,675)
CREW	2
PASSENGERS	0
CARGO	—
HULL	8
SHIPPING	4 TONS
COST	CR160800

ARMOUR

FRONT	8
REAR	8
SIDES	8

EQUIPMENT AND WEAPONS

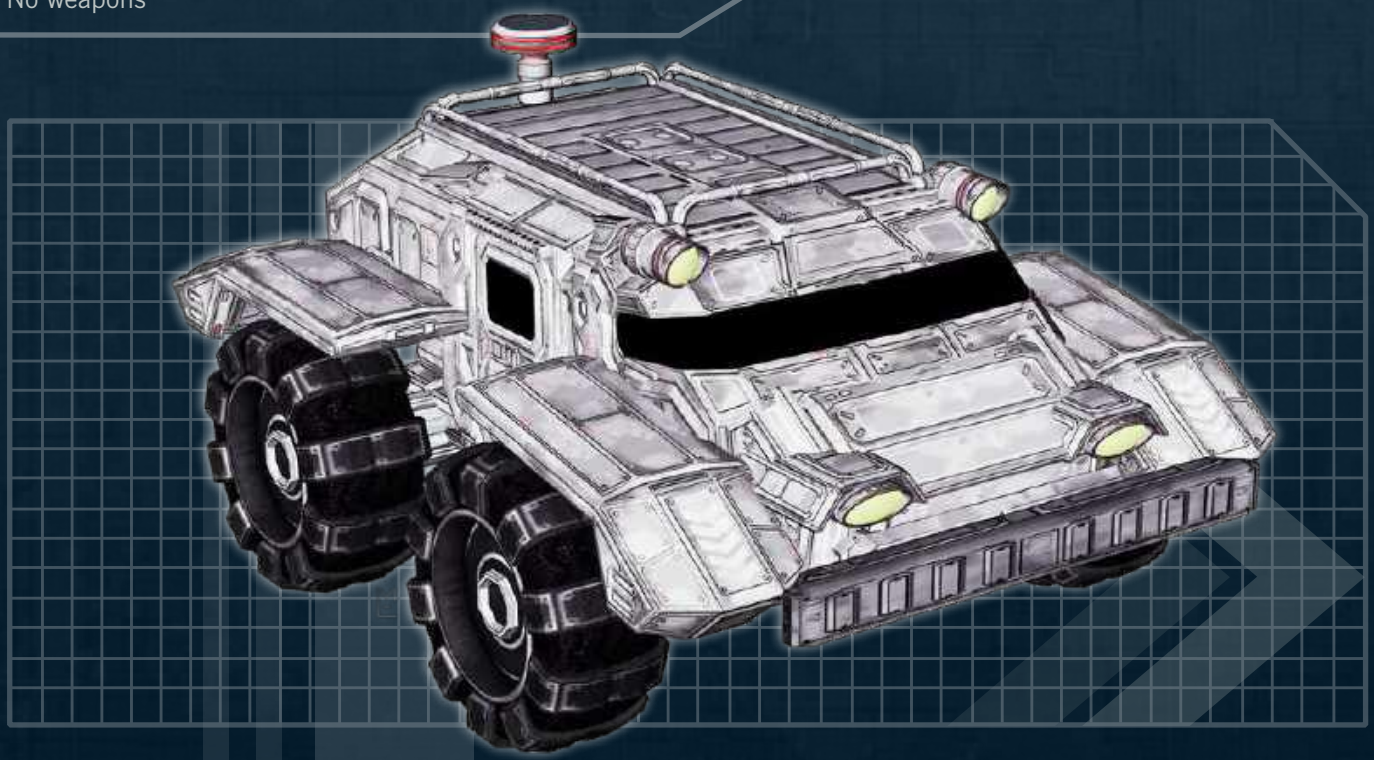
Autopilot (advanced), Aquatic Drive, Communications System (advanced, satellite uplink), Computer/5, Control System (advanced), Fire Extinguishers, Life Support (long-term), Navigation System (advanced), Sensor System (advanced), Smart Wheels

No weapons

TRAITS

Autopilot (skill level)	3
Communications (range)	1,000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

ATV



ARDENT

The Ardent is a heavy eight wheeled all-terrain vehicle. Like some of the other vehicles and craft aboard *Deepnight Revelation,* it is a version of an existing vehicle built to high technological standards. In the case of the Ardent it is constructed along the principles of a combat vehicle, although this has more to do with ruggedness in the field than any intention of taking it into a war zone. No weapons are mounted but there is a small turret atop the cab that could be fitted with either armament or additional sensor systems. Most commonly it is used as an observation position for when all-round inspection with the MkI eyeball is desirable. Whatever the external cameras may say, many crews prefer to take a look for themselves before opening the doors in a strange environment.

The Ardent is powered by a fusion plant, which takes up a considerable amount of space within the hull. However, this means the ATV can act as a mobile power plant or keep the fuel cells of other vehicles topped up. It is possible to do this whilst underway on even terrain, using a cable kept aloft by a retractable frame on the rear of the ATV. The frame can also be used to extend the range of sensors by elevating antennae.

Internally, the ATV is divided into three sections. The cab contains a driving position and primary sensor/navigator workstation, plus two folding seats for additional crew. When not in use, these collapse into the walls leaving a small space for ready equipment or to don a vacc suit. The cab can be used as a secondary airlock by sealing the door into the main compartment before opening the crew access hatch on the driver's side of the cab.

The main compartment is subdivided into a small living area forward and a working space aft. The living area contains a fresher, tiny galley and folding bunks, whilst the aft area gives access to the rear of the vehicle by way of an airlock. A sound-deadening partition separates the halves of this compartment but can be removed to give more working space.

An Ardent will just fit into the cargo space of a pinnace but the crew have to ride planetside in the ATV as there is no room to disembark within the cargo bay.

VENDARA

The Vendara is an enlarged and more advanced version of the popular Venture-class air/raft. It is constructed on a heavy-duty grav sled base and has an enclosed cockpit for two crew, separated from the rear passenger/cargo area by a light internal bulkhead. This permits the rear cabin enclosure to be removed at need – a task requiring a couple of hours in a workshop – to create an open-topped cargo vehicle. With the cabin in place, the cockpit can serve as a crude airlock, although this is rather awkward and requires the pilot to wear a vacc suit.

The cockpit area is slightly larger than necessary for the two crewmembers, allowing room for a tiny scientific suite (equivalent to a vehicle laboratory for one person) and a notoriously uncomfortable folding seat for the operator. The co-driver position can operate a manipulator arm located externally on the left side of the rear compartment, which can lift objects into the rear of the vehicle in open-topped configuration. It is also possible to use the arm to pass relatively light items to the co-driver through his open door and thence by hand to the science station. This rather crude method is at odds with the overall sophistication of the vehicle but can be refined to great efficiency by a skilled crew.

The rear compartment can be configured as either an enclosed, environmentally-controlled passenger area or an open working/cargo/crew space. There are 14 Spaces in this area, which can be allocated to passengers or cargo at the rate of 0.25 tons per space. In addition, whether in open or closed configuration, the rear area of the Vendara can be set up with atmospheric and mineral sampling equipment, additional lab space (often optimised for life sciences and biological research) or other equipment. Installing or removing major equipment items requires a visit to the workshops aboard *Deepnight Revelation* or the cooperative efforts of a skilled team on the ground.

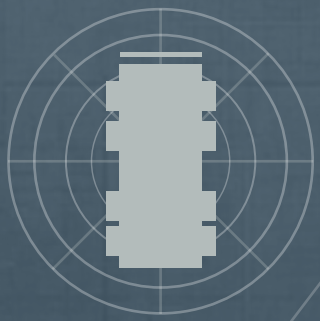
A Vendara takes up 12 tons of cargo space and can be carried along with other equipment by a pinnace.

ARDENT

TL	15
SKILL	DRIVE (WHEEL)
AGILITY	+1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	100 YEARS
CREW	2
PASSENGERS	4
CARGO	1 TON
HULL	108
SHIPPING	18 TONS
COST	MCR2.8

ARMOUR

FRONT	14
REAR	14
SIDES	14



EQUIPMENT AND WEAPONS

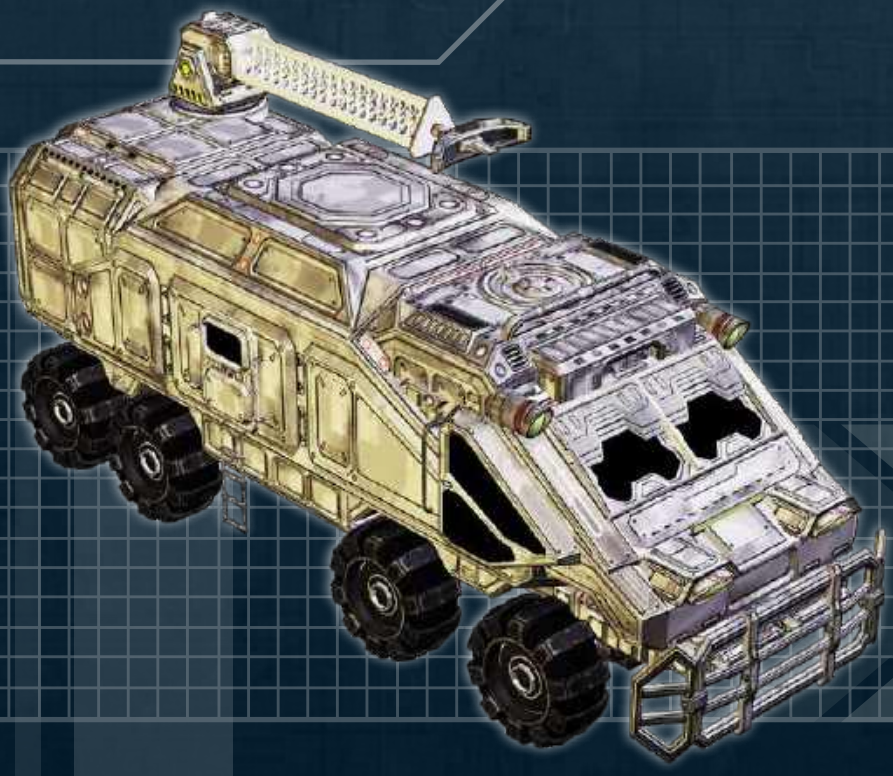
Airlock, Aquatic Drive, Autopilot (advanced), Bunks, Communications System (advanced, satellite uplink), Computer/5, Control System (advanced), Corrosive Environment, Fire Extinguishers, Fresher, Fusion Plant, Insidious Environment, Life Support (long-term), Mini-Galley, Navigation System (advanced), Sensor System (advanced), Smart Wheel

No weapons

TRAITS

Autopilot (skill level)	3
Communications (range)	1,000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

AFV, Off-Roader



VENDARA

TL	15
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	VERY FAST (FAST)
RANGE (CRUISE)	15,000 (22,500)
CREW	2
PASSENGERS	VARIES
CARGO	VARIES
HULL	48
SHIPPING	12 TONS
COST	CR560000

ARMOUR

FRONT	4
REAR	4
SIDES	4

TRAITS

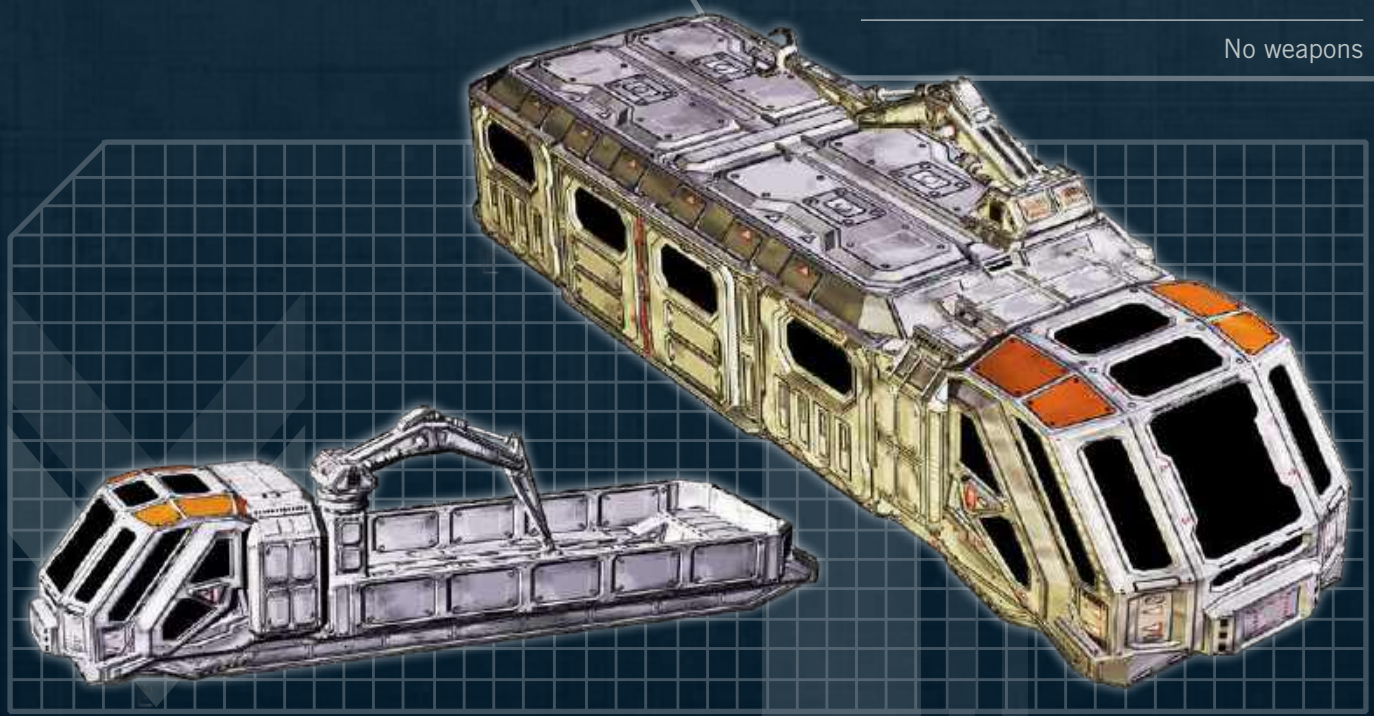
Off-roader

Autopilot (skill level)	3
Communications (range)	10,000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

EQUIPMENT AND WEAPONS

Airlock, Autopilot (advanced), Communications System (advanced, satellite uplink), Control System (advanced), Corrosive Environment, Fire Extinguishers, Insidious Environment, Laboratory, Life Support (short-term), Manipulator Arm (advanced), Navigation System (advanced), Sensor System (advanced, increased range)

No weapons



PERSONAL EQUIPMENT

Each crewmember is issued a basic set of personal equipment, a general field kit and a set of tools and equipment tailored to their role aboard ship. It is expected that these items will be hard-wearing but ultimately require replacement. The ship's workshops and resource processing systems can break down most worn-out items and create new clothing, tools and other equipment but some replenishment with necessary materials from outside the ship will be necessary from time-to-time. In addition to standard-issue items, each crewmember has a small allocation of equipment and personal effects but with space extremely limited there is no room for large or bulky objects.

It may at times be necessary to know what a typical crewmember will have with them when disaster strikes or an opportunity arises. The following items are standard.

05/25476 SHIPBOARD WORKING DRESS

Standard shipboard working dress consists of a light coverall and soft boots, with a belt for small items and a sleeveless high-visibility 'ship-jacket' with larger pockets for more bulky tools or equipment. A pair of soft working gloves is carried at the belt and, in addition to some resistance to heat and electricity, can be used to seal the coverall against low pressure, airborne contaminants and even vacuum exposure for a short time. An emergency hood/mask is required to give full protection. These are stowed at critical points in the ship and can be carried in a belt pouch if desired. The mask has a filter allowing it to function as a gas mask or can be plugged into an air bottle, which is then clipped to the belt. Air bottles are stowed with masks and regularly maintained. A bottle is good for an hour of moderate exertion.

Division, rank and position are indicated by patches on the upper arm of the coveralls and left breast of a coverall or ship-jacket. This also holds the wearer's crew identification card, the latter not always necessary to access equipment or secure areas, depending on the level of alert in force. At the lowest levels of alert the ship's internal crew-tracking system will grant access to any authorised personnel but when the ship is locked down a card may be needed. This is combined with a verbal identification or number keyed into a panel where necessary.

Most crewmembers have non-uniform clothes aboard, as well as a ship's dress uniform for formal occasions. Depending on the preference of the Travellers, it may be that some or all crew start wearing civilian dress either wholly or mixed with standard shipboard wear. Civilian clothing offers no vacuum protection, although a mask would still protect against gaseous threats.

05/25684 PLANETSIDE WORKING DRESS

Planetside working dress consists of a coverall similar to the shipboard one but of tougher material that offers Protection +1. This is primarily useful against snakes, small animals and thorny vegetation. The bright ship-jacket may be swapped for a less obvious one or a heavy parka if conditions are cold. A variety of smart-fabric smocks are also available, which can be configured as camouflage in a wide range of environments or set to high-visibility or high-reflectivity at need.

The planetside kit includes a belt with pouches for tools and instruments, a 'cold light' flashlight/lamp and several chemical light sticks, a set of temporary paper-type filter masks, water bottle, a day's preserved rations, bush hat, sunglasses and sample bags. Additional items can be carried in a small backpack that has fold-out sections for use as an emergency shelter or to protect a work area from wind-blown dust and sand.

In most situations a small field knife or larger bladed weapon may be carried, as might the crewmember's issued sidearm or additional armament. Unless the Travellers change the rules, all weapons are returned to the armoury after an expedition but utility knives are considered tools rather than weapons.

BODY ARMOUR 05/43581

The body armour issued to *Deepnight Revelation* personnel consists of a back-and-chest piece designed to fit over shipboard or planetside working dress (where its Protection is combined for a total of +5). Its helmet seals to the armour and protects against airborne toxins even without an air tank; a belt-mounted air bottle good for an hour is usually carried when decompression is likely.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Body Armour	+4	12	—	4	Cr600	None

08/24583 GENERAL-PURPOSE VACC SUIT

Each crewmember has a general-purpose vacc suit issued, with spares in the ship's stores. The suit is based on the Imperial Navy's TL14 Tailored Vacc Suit and is comfortable to wear for extended periods. It is not used as shipboard working dress to avoid wearing out the suits but will be donned when there is a possibility of decompression. The suit's belt contains a rebreather unit and there are layers of oxygenated gel in some sections of the suit, which allows use for 2-3 hours with nothing more than an emergency soft 'bubble' helmet or the mask and hood from the working dress. With a backpack life support system and the suit's dedicated helmet, endurance rises to about 16 hours, after which the user will experience increasing discomfort as the rebreather unit gradually becomes less effective. It is rare for a suit to be worn for more than 12 hours except in dire emergency.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
General-Purpose Vacc Suit	+10	14	120	6	Cr40000	Vacc Suit 0

08/24583 HOSTILE ENVIRONMENT SUIT

The hostile environment (HEV) suits carried aboard *Deepnight Revelation* are expected to fulfil multiple functions. In addition to their normal role protecting crewmembers from extremely dangerous environments, these suits are intended for use during a security emergency. This could be a rescue, damage-control situation or heavy combat, although the latter is considered unlikely.

HEV suits are bulky, with rigid protection for entering wreckage or other hazardous areas and include accessories normally seen on rescue suits including a line gun and tool pack containing an array of equipment optimised for damage control operations. This can be swapped for sensors and scientific equipment if necessary. The suit is capable of withstanding corrosive or insidious atmospheres for an extended period and has a self/buddy decontamination system that allows contaminants to be removed before entering an area without a decontamination airlock.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Hostile Environment Suit	+15	14	200	10	Cr60000	Vacc Suit 0

08/24583

EXPLORATION SUIT

The exploration suit is a powered, heavily armoured HEV suit for use in extremely dangerous environments. It is clumsy and slow when walking, although the manipulator arms have good manual dexterity. These operate on a waldo principle rather than being gloves for the wearer's hands; all areas of the suit have thick layers of metal and ceramic between the user and whatever is outside.

Power is provided by a dual-cell unit that allows one cell to be swapped out whilst the other is in use. Each cell is good for around six hours of operation, although this is drained more quickly if the suit's internal gravity field is in operation. This is an experimental but apparently reliable system which can protect the wearer up to 10g. The suit will struggle to slog along in such an environment but the wearer will not be harmed. The extreme upper limit for sustained operations is around 14g.

The exploration suit will resist corrosive and insidious atmospheres for 24 hours or more, and can supply power feeds to other suits or field equipment. Exploration suits could be used as walking power plants for a mobile prospecting or surveying mission, although any operational use imposes wear and increases maintenance load.

The suit can mount a range of heavy tools including augers for taking rock samples or cutting gear capable of getting through almost any known material – eventually. It has a seismic charge dispenser and wide array of instruments, which will function in almost any environment. Pressure resistance is such that the suit can operate in depths of up to 1,000 metres of water or similar fluid.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Exploration Suit	+20	15	250	30	MCr1.5	Vacc Suit 3

24/23658 TRANSLATION ANALYSIS UNIT

The translation analysis unit (or TAU) used by *Deepnight Revelation* crewmembers is derived from the standard version used by the Imperial Interstellar Scout Service. The TAU itself is about the size of an attaché case but operates in conjunction with personal translator units. Each of these is a handheld device that can be clipped to a belt or jacket and will fulfil most routine translation functions for a known language it has been programmed with. Once a language has been analysed by or downloaded to a TAU base unit, its personal units can be programmed and used out of range of the base unit. However, the handheld components have limited ability to process and interpret new words, and can produce inaccurate translations especially when encountering a new dialect or idiom.

A TAU base unit does more than translate what it already knows. It analyses sounds and other inputs, cross-referencing with known languages and looking for matches and patterns. A TAU base unit can, given enough time and variety of input, determine if what is being heard is a language at all, then begin to decode it. This is a lengthy process unless there are common points of reference such as known words from a related language. A TAU can also attempt to decipher hieroglyphics and similar symbols or at least determine that a set of marks is artificial. It can interpret light or electromagnetic pulses as well as sound and with olfactory input can eventually figure out even a pheromone-based language. The time required depends on the sample available and similarity to known forms of communication. Often non-sound communication cannot be turned into intelligible Anglic at all but an indication of emotional state may be possible.

A standard TAU kit (a base unit and four handsets) costs Cr4000 if available on the open market and weighs 4 kilograms. Its rugged case is fitted with carrying handles and pack straps, with a variety of deployable sensors carried as standard. The TAU can also take inputs from comms, remote cameras and the like, and can communicate with a ship's computer for additional processing power. Each crewmember has a TAU handset and an expedition party will be routinely issued a base unit.

STANDARD WEAPONS

Most of the weaponry aboard *Deepnight Revelation* is standard, commercially available and of no special capability. Laser weaponry was preferred as its ammunition capacity is essentially infinite so long as the ship has power but a need was perceived for some projectile and high-energy weapons. Gauss weapons, although expensive, were again preferred to conventional firearms since their darts can be manufactured relatively easily and energy for batteries is more readily available than chemicals for propellants.

24/2---- SIDEARMS

The weapons described in this section require the Gun Combat (slug) skill to use effectively.

Every member of the crew was issued a sidearm when they joined the crew. Depending upon preference and demonstrated competence, either a standard 4mm gauss pistol or.35 calibre revolver was issued. These weapons are kept in the armouries until needed, although officers and some security personnel have a weapon in their quarters or may carry one in the course of their duties. The personal sidearm is carried in a holster that clips to a working dress or planetside dress belt and carries either two spare gauss pistol magazines or three revolver speedloaders. In addition, a number of spare weapons were added to the armoury to replace losses. Each crewmember is responsible for their own sidearm and will be called to account if they fail to return it to the armoury unless the Travellers have implemented a more relaxed policy.

The four handguns chosen for the *Deepnight Revelation* mission are:

INSTELLARMS CS-5

The CS-5, or Covert Sidearm, 5mm, is a tiny body pistol using a 5-round magazine. It is not issued as a sidearm but some examples are stowed in the armoury in case an unspecified necessity arises.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
CS-5	15	5m	2D	0.2	Cr750	5	Cr20	—

INSTELLARMS IS-4 GAUSS PISTOL

'IS' stands for Imperial Specification but is sometimes misconstrued as Industry Standard. The IS-4 is a rugged but quite bulky 4mm gauss pistol fed from a 40-round magazine. It is, as its designation suggests, a particularly well-made (and expensive) version of the standard gauss handgun.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
IS-4	13	20m	3D	1	Cr600	40	Cr20	AP3, Auto 2

INSTELLARMS IS-4C GAUSS PISTOL

The IS-4C is a compact version of the IS-4 using a 12-round magazine. Smaller and lighter, it is favoured by crewmembers with small hands or who prefer not to lug a large gun around all day. It is more concealable and might be carried covertly when attending a diplomatic meeting.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
IS-4C	13	15m	3D-1	0.9	Cr700	12	Cr7	AP2, Auto 2

INSTELLARMS SIX-THIRTYFIVE REVOLVER

Chambered for a roughly 8.9mm calibre round using standard chemical propellants, the six-thirtyfive is a simple and extremely rugged revolver designed for use by personnel with little firearms training or who are under severe stress. Additional examples are found as 'grab guns' in the ship's security lockers.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Six-Thirtyfive	12	10m	3D-3	0.9	Cr80	6	Cr2	—

24/3----

HAND WEAPONS

The weapons described in this section require the Melee (blade) skill to use effectively.

Most of the bladed implements carried aboard *Deepnight Revelation* are intended for use as tools rather than weapons but can suffice at need. Every crewmember has a small field knife in their kit and in addition survival blades (essentially machetes with a stirrup handguard) and hatchets are issued for expeditions into rough terrain. The only pure hand weapons aboard ship are security batons.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Field Knife	12	Melee	1D+2	0.3	Cr10	—
Survival Blade	12	Melee	2D	1	Cr100	—
Hatchet	12	Melee	2D+2	1.2	Cr75	—
Baton	12	Melee	2D	1.1	Cr50	—

24/5----

LONGARMS

The weapons described in this section require the Gun Combat (slug) skill to use effectively.

Shotguns were chosen as the standard shipboard defence and security weapon, with gauss carbines for planetside use or situations in which more serious firepower was deemed necessary.

INSTELLARMS DEEPNIGHT CARBINE

The Deepnight Corporation paid over the odds for Instellarms to manufacture a carbine version of their standard 4mm gauss rifle. Capable of fully-automatic fire and accurate beyond 500 metres, the Deepnight Carbine is an expensive but potent weapon and not one to be issued to poorly trained personnel.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Deepnight Carbine	13	500m	4D-1	3	Cr1750	50	Cr30	AP4, Auto 3, Scope

INSTELLARMS SECURITY-12 SHOTGUN

An entirely standard pump-action shotgun chambered for traditional ammunition size, the Security-12 can be configured with a short barrel and magazine holding three shells (plus one in the breech) or a longer barrel with a dix shell capacity. The stock can be removed for close-quarters operations but when fitted it makes for a pretty decent club.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Security-12	12	50m	4D	3	Cr450	3 or 6	Cr5 or 10	Auto 2, Bulky

VAANIN HUNTING SYSTEMS PONI GUN

The so-called Poni Gun is a very powerful double-barrelled rifle using conventional propellants to hurl a large bullet. It is allegedly capable of bringing down a charging poni or similar large creature head-on. A handful of Poni Guns were included in the mission equipment on a just-in-case basis.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Poni Gun	9	100m	5D	6	Cr5000	2	Cr5	Bulky

24/1----

LASER WEAPONS

The weapons described in this section require the Gun Combat (energy) skill to use effectively.

By preference, laser weapons are issued rather than slugthrowers wherever appropriate. Those used aboard *Deepnight Revelation* are standard Instellarms products.

INSTELLARMS EH13 LASER RIFLE

The EH13 is a heavy laser rifle originally developed for sniping or anti-materiel work. It requires a backpack power supply, which is compatible with the ES13 pistol but will quickly burn out the small battery packs if an attempt is made to use them. An EH13 will get D3 shots from a belt battery pack, after which the pack will overheat or perhaps even explode. It will become useless even if it does not. A backpack power supply provides 100 shots with the EH13, or 350 with an ES13.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
EH13	13	800m	5D+4	6	Cr12000	100	Cr730	Scope, Zero-G

INSTELLARMS ES13 LASER SIDEARM

The ES13 is an advanced but conventional laser sidearm, fed using a cable from a set of small battery packs rather than a single larger unit. These fit in belt holders, allowing the user to switch the cable from one to another as if reloading a conventional pistol. Each battery pack is good for 20 shots and three are typically carried. A depleted pack can be removed from the belt for recharging and replaced with a full one. The ES13 can also be plugged directly into a vacc suit's power feed, giving it unlimited firepower until the suit runs out of energy.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
ES13	13	30m	3D+4	2	Cr4000	20	Cr500	Zero-G

24/1----

SPECIAL WEAPONS

Given the nature of the mission and possibility of running into a Deepnight Entity, the decision was made to carry flame and plasma weapons. These are not issued for routine trips planetside unless there is a perceived need, such as clearing extremely thick vegetation from a base area.

The hyperbaric and nuclear devices are considered 'special weapons' and will only be issued on the orders of the expedition commander. Hyperbaric charges might be taken on a mission and returned to the armoury but breaking out a nuke is a noteworthy occurrence to say the least. Travellers who get into the habit of using the heaviest weapons at the slightest provocation will make the rest of the crew nervous and perhaps even mutinous.

HYPERBARIC CHARGE

A hyperbaric charge is a device around the size of a large hand grenade or soup can. It is heavy but can be thrown a short distance, however, more commonly, it will be emplaced or rolled into a contaminated area. The charge can be set for a timed detonation or controlled remotely. Either way, operation begins with a small explosion that perforates the outer casing and distributes a fine mist composed of highly flammable vapour and oxygenated particles over a roughly 6 metre cubed area. After a few seconds this is then detonated, causing an immense high-pressure blast wave combined with temperatures sufficient to incinerate almost any organic matter. The charge will work even in vacuum but the blast effect will be reduced to the point where it is useful only as a localised incendiary device. A hyperbaric charge will completely destroy anything within a sealed area and may rupture starship bulkheads or distort seals. This is a rather extreme device, carried in case an area becomes contaminated and cannot be cleansed by other means.

INSTELLARMS IW-100 FLAME RIFLE

The Incinerator Weapon-100 is a bulky, self-contained flame weapon that does not need a backpack fuel supply. Its underslung fuel reservoir is sufficient for 10 two second bursts or a thorough hosing. For sustained use a large fuel reservoir can be carried on or deployed by a vehicle, allowing vegetation clearance or a contaminated laboratory to be devastatingly sanitised.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
IW-100	12	40m	4D	6	Cr5000	10	Cr500	Blast 3, Bulky, Fire

INSTELLARMS PSW-15

The Plasma Support Weapon, TL15 is extremely bulky but designed to be used in a mobile support capacity rather than emplaced on a tripod. It is tiring to carry and awkward to use in a confined space but can destroy more or less anything in front of it. The internal power supply is good for 100 shots but if run off a vehicle power plant the weapon's capacity is effectively unlimited.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
PSW-15	15	200m	1DD	12	Cr125000	100	—	Very Bulky

NUCLEAR DEMOLITION CHARGES

If a hyperbaric charge is insufficient, Deepnight Revelation carries 12 one kiloton nuclear demolition charges. These are small enough to carry as a backpack – a disconcerting experience for the assigned Traveller but safe until the charge is armed. A nuclear detonation in a confined space will destroy almost anything but for the most extreme of circumstances there are in addition two 10 megaton charges. These require a vehicle for transport but are capable of levelling part of a city providing nuclear dampers are not in use.

WEAPONS ABOARD

Unless the Travellers decide differently, all officers will keep their sidearm in their quarters and are responsible for keeping it secure. Other weapons are stored in the ship's armouries or emergency lockers. The standard shipboard security locker is electronically locked to be opened by designated personnel only but can be unlocked by a general command from the captain or senior tactical officer.

There are security lockers at critical points throughout the ship, such as the bridge and command chambers, main engineering spaces and security points close to airlocks. Each locker contains two Security-12 shotguns, one in short configuration and one long, plus two batons. The guns are loaded, with a six shell ammunition holder threaded onto their sling. The bridge and command bridge both have arms lockers containing four Six-Thirtyfive revolvers. Again, these are loaded and there is a six round ammunition holder attached to the holster of each. Small craft all have a short-configuration Security-12 shotgun in a locked holder in the cockpit, again with six additional shells.

These weapons are considered to be 'grab guns' for emergencies. When personnel go planetside or otherwise need weapons, they will be issued from the armouries and returned there for maintenance after use. The Travellers can alter this procedure and leave guns lying around all over the ship but the default arrangement is quite strict.

The following weapons are carried aboard *Deepnight Revelation:*

Weapon Stores

Weapon	Number	Notes
10 Mt Nuclear Demolition Charge	2	Security on the nuclear munitions is particularly tight, as might be expected. They are stored in a special locker rather than the armoury.
1kt Nuclear Demolition Charge	12	Security on the nuclear munitions is particularly tight, as might be expected. They are stored in a special locker rather than the armoury.
CS-5 Body Pistol	8	A small number of body pistols are stowed for issue if the situation requires it.
Deepnight Carbine	20	The 'DC' is intended as the primary planetside firearm for security personnel.
EH13 Laser Rifle	20	The EH13 is intended to provide accurate and powerful combat capability but can also be used as a laser rangefinder and designator.
ES13 Laser Sidearm	40	Laser weapons are preferred for general use as they do not require ammunition.
Hyperbaric Charge	200	Hyperbaric Charges might be issued for a mission under some circumstances but will be carefully accounted for.
IS-4 Gauss Pistol	200	Approximately 30% of the crew are assigned a gauss pistol as their personal sidearm, with spares.
IS-4C Compact Gauss Pistol	50	Some crewmembers favour the slimmer and smaller version.
IW-100 Flame Rifle	20	The presence of flame weapons is not advertised, since this would raise questions about the nature of the mission and the threats it might encounter.
Poni Gun	4	Poni Guns are intended for use against large creatures when nothing else will suffice.
PSW-15	4	The plasma guns are intended for the most severe of emergencies; releasing them from the armoury requires direct authorisation from the mission commander.
Security-12 Shotgun	40	About half the shotguns aboard are in short configuration, half long. These weapons are in addition to those in security lockers.
Six-Thirtyfive Revolver	400	Approximately 70% of the crew are assigned a revolver as their personal sidearm, with spares. These are in addition to the guns in security lockers.

C H A P T E R S E V E N

THE EXPEDITIONS: PREPARATIONS

The following information is for the use of the Referee only. Earlier sections may be useful as reference for the Travellers but what follows contains information that will undermine the mystery and sense of wonder for the Travellers – and also forewarn them about a few of the surprises along the way.

The *Deepnight Revelation* expedition is outfitting at Giikur Naval Base, under secure but not especially secretive conditions. Whilst some aspects of the mission are classified, such as the existence of the Deepnight Entity, the general mission goal has been announced. The public are aware that Deepnight Corporation intends to launch a 10 year mission to the mouth of the Great Rift and that there is an unusual radio source there, which will be investigated. There have been interviews with crew and mission personnel, and all kinds of speculation about what might be found, to the point where the expedition is no longer big news.

What media interest remains in the mission has shifted focus to personalities among the crew and speculation about the possibility of encountering new alien races. It does not appear that anyone is questioning the ultimate purpose of the expedition, nor that there have been leaks about the existence of the entity. A few media outlets are challenging the vast expense involved in the mission, suggesting that the money could be better spent building starports to improve trade, but overall it is obvious the *Deepnight Revelation* mission was nothing more than a passing curiosity to most people. Whatever the Travellers may think of that, it suits their purposes.

Upon arriving at Giikur Naval Base the Travellers will tour their vessel and meet the people they will be working with. This will be a blur of names and faces, so the Referee should assign identities only to a handful who stand out due to their role on the mission or come to the notice of the Travellers. The organisational structure of the crew is still fluid at the point the Travellers arrive, although most major posts have been filled. Right up to the last minute it is possible for a key figure to drop out and be replaced. This might be an internal promotion or someone new may have to be found.

The Travellers will be assigned their prospective positions among the crew, subject to last-minute revisions, and are expected to familiarise themselves with the ship. *Deepnight Revelation* herself conducts trials on an ongoing basis, frequently departing her moorings at the naval base to tour the system for a few days. Jump drive trials are already complete, so these final tests are mainly about fine-tuning scientific apparatus and secondary systems. The Travellers will soon find themselves engaged in final setup of the vessel and planning for the mission ahead. Whatever is decided in the next few days will be the equipment outfit for the entire mission; there will be no chance to obtain a different mix of vehicles, for example, once *Deepnight Revelation* has left Charted Space.

FINAL PREPARATIONS

Preparing for the voyage is part of the adventure and the Travellers should be aware that decisions made now will affect the whole expedition. If the Travellers want to involve themselves in preparations they will find some decisions are already made and cannot be changed as this would absorb too much time and money. There are other decisions to be made at this stage, however, and the Travellers may want to have a hand in those.

Personnel

As *Deepnight Revelation* prepares for her epic mission there will inevitably be some personnel turnover due to illness, second thoughts or opportunities elsewhere with less long-term commitment. This will result in some difficult last-minute decisions, which should be made by the Travellers. Even if they are not members of the senior mission staff, the Travellers should have a hand in deciding how to deal with personnel assignments. That way they will be aware of the reasons for a trade-off or shortage when it starts to affect their mission.

The overall effectiveness of *Deepnight Revelation's* crew is tracked by the Crew Effectiveness Index (CEI), described on page 31 of the *Referee's Handbook*. CEI is set at a value of 7 at the beginning of the final preparation stage. This reflects a properly trained crew capable of working together as an effective unit. CEI will vary during the mission as a result of casualties, experience and other factors.

CEI can only be changed by major events such as heavy casualties or a long period of gained experience and training. In the short term it is modified by the Crew Efficiency Index Modifier (CEIM). A negative CEIM indicates the crew is not functioning at full effectiveness; a positive one suggests that temporary factors are allowing the crew to outperform expectations. CEIM starts with a value of 0.

The overall Crew Effectiveness Index gives the starting point for the Detachment Effectiveness Index (DEI) of each of the four main crew Divisions. DEI varies more quickly than CEI and affects the way each part of the crew handles the challenges facing it. It is possible for the ship to have high DEI values for some or all of the Divisions and yet have a low CEI. This reflects competent teams who do not work well together as a whole crew. DEI is initially set to 7 for each of the four Divisions: Flight, Engineering, Operations and Mission.

The starting morale of the crew must also be determined during the final preparation phase. Morale (MOR) can vary rapidly if the crew encounters serious problems or great success. Starting value is equal to CEI plus 2D3.

Starting Values

CEI	7
CEIM	0
DEI (Flight)	7
DEI (Engineering)	7
DEI (Operations)	7
DEI (Mission)	7
MOR	CEI+2D3

These starting values will be modified by choices made during preparation. Each Traveller may make one decision.

For example, three Travellers come aboard *Deepnight Revelation* after her starting values for CEI, CEIM, DEI and MOR have been determined. They must each make a decision affecting the final preparations.

The first Traveller decides that long-term survivability is the most important factor. This increases DEI for Engineering and Operations Divisions to 8 and the CEIM increases to +1. However, Flight and Mission DEI are both reduced to 6. The net effect is that Flight and Operations do not actually function any worse than before – their level of competence is reduced but the crew work well together, which offsets the slight decrease. The weakened Divisions may require some additional assistance in the form of generalists borrowed from other Divisions from time-to-time.

The next Traveller decides that since he is in Flight Division he will select additional training. DEI for Flight division is increased by +1, back up to 7. The third Traveller is concerned about the long-term viability of the crew and selects Endurance Optimisation. This has the effect of reducing the ship's overall CEI by –1 to 6, which does not change DEI for the Divisions as their starting values have already been determined. DEI of the Operations Division is then increased by +2, to 10. MOR is also increased by 2. Starting MOR was determined at a value of 10, so Morale is now 12.

Finally, the Referee decides that a renowned scientist has joined the Mission Division, increasing its DEI by +1 to 7. The Referee assigns an identity to this person and starts thinking about their reasons for coming aboard. It remains to be seen whether he or she will cause trouble or be a real asset to the mission… or both. The current values for CEI, CEIM, DEI and MOR are as follows.

Current Values

CEI	6
CEIM	+1
DEI (Flight)	7
DEI (Engineering)	8
DEI (Operations)	10
DEI (Mission)	7
MOR	12

At this point, *Deepnight Revelation's* crew is weaker than it might have been in terms of raw skill levels due to rejections of potentially unreliable candidates but functions well enough as a unit to offset this. The four Divisions are all as strong as or stronger than they were before the process began, with particularly effective gunnery, security, medical and general support staff within the Operations Division. Morale is running high and the crew feel ready to tackle the challenges ahead. The Referee notes these factors and builds them into the mission-start narrative.

Decisions

Each Traveller must make one decision, choosing an option from the Decisions table. Each decision can only be made once. If there are less than four Travellers, the Referee should choose decisions to bring the total up to four.

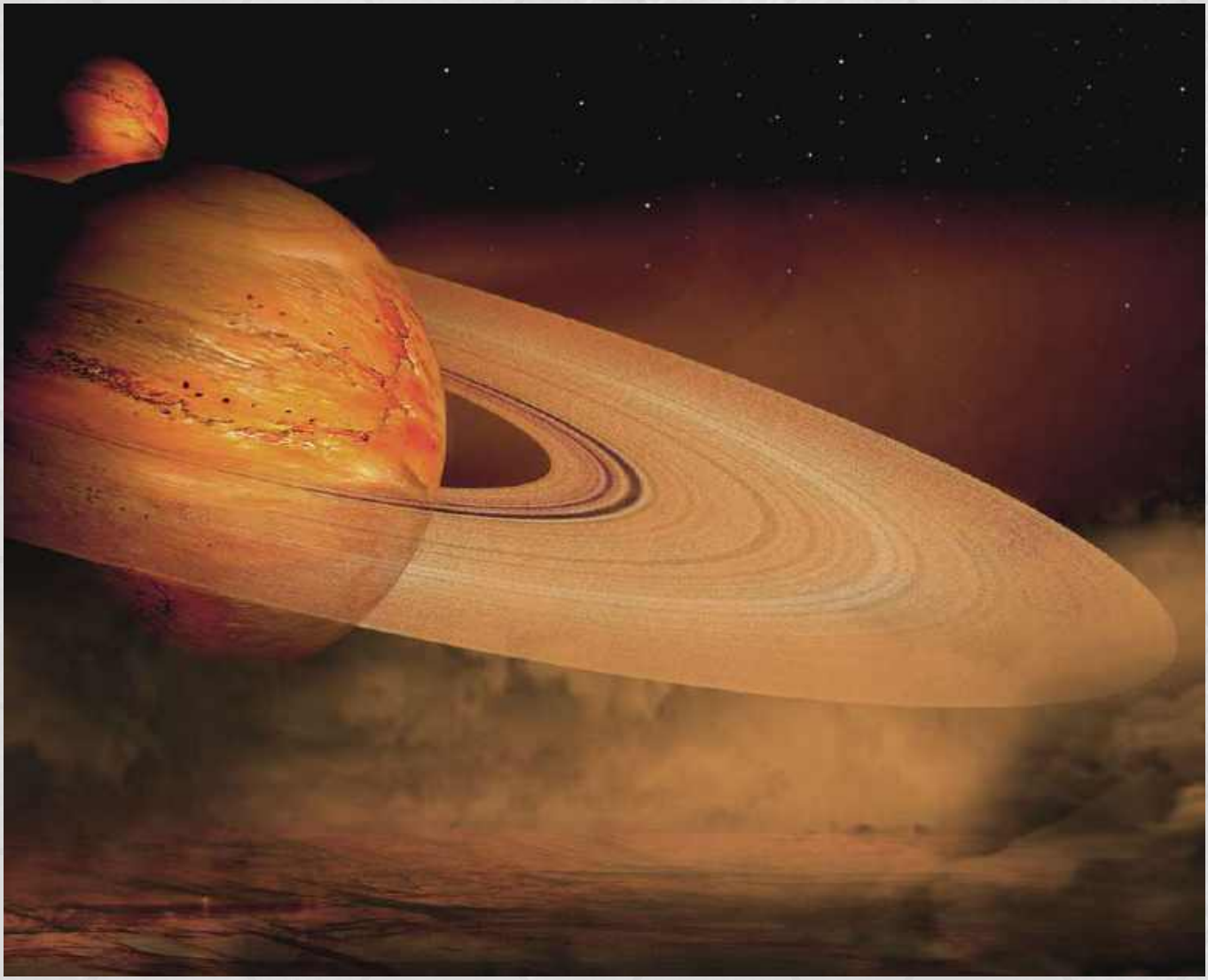
Decisions

Generalist Crew Allocation	Around 95% of the crew have been assigned to their Divisions. The Travellers may choose where to allocate the remaining 5%, who are mostly generalists. Spreading them evenly across all Divisions has no net effect. If the Travellers allocate all these personnel to one Division they may increase its DEI by +2 but all other Division DEI are reduced by –1 as they are slightly short-handed.
Extra Training (crew)	The final training cycle concentrated on whole-crew operations and general procedures. Increase CEIM by +1.
Extra Training (flight)	The final training cycle concentrated on piloting and navigational operations. Increase DEI by +1 for the Flight Division.
Extra Training (engineering)	The final training cycle concentrated on technical and engineering operations. Increase DEI by +1 for the Engineering Division.
Extra Training (operations)	The final training cycle concentrated on general operations. Increase DEI by +1 for the Operations Division.
Extra Training (mission)	The final training cycle concentrated on mission operations. Increase DEI by +1 for the Mission Division.
Elite Recruiting	A renowned expert joined the crew at the last minute. The Travellers should decide which Division this expert is allocated to. DEI for that Division is increased by +1. This person should be given a name and identity by the Traveller who selected this option and added to the crew roster. The Referee may then use this character as they see fit – their reasons for joining the mission may not be quite as they seem.
Mission Optimisation	Training and preparations focussed heavily on the Mission Division, increasing its DEI by +2. However, this meant skimping on other areas. DEI for one other Division is reduced by –1, and MOR is also reduced by –1.
Survivability Optimisation	Training and preparation focused on keeping the ship functional. DEI for both Engineering and Operations Divisions are increased by +1, as is CEIM. However, DEI for Flight and Mission Divisions are reduced by –1.
Endurance Optimisation	Preparations and personnel selection focused on keeping the crew functional. DEI for Operations Division is increased by +2, as is MOR. However, overall CEI is reduced by –1 as many of the best personnel were rejected on long-term psychological grounds.
Command and Flight Optimisation	Preparation and training focussed on flight and navigation as well as leadership. DEI for the Flight Division is increased by +1 and CEIM is increased by +1. However, DEI for all other Divisions is reduced by –1.
Team Building	The final preparation phase focussed on crew cohesion and team building at the expense of specific training. CEIM is increased by +1 and MOR by +D3 but DEI for all Divisions is reduced by –1.

THE EXPEDITION NARRATIVE

The *Deepnight Revelation* expedition is a one-off epic campaign. There may be a temptation to rush ahead to the big events but what will make the campaign memorable is the unfolding expedition narrative. The last days before leaving port are part of this narrative, as are events great and small along the way. The Referee must balance moving the campaign forward against creating memorable incidents the Travellers will talk about for years to come. Not all have to be dramatic or exciting; Travellers may become nostalgic for the heady days at the start of the expedition, when they had no idea what was to come next or what they might find along the way.

Little events that have no relevance to the main mission can be extremely significant when the Travellers look back over their epic voyage. Being greeted by an admiral's flagship as they arrive at the last naval base in Charted Space, or a disastrous chat-show appearance at Tobia, might stand out more than a desperate battle with hostile aliens. The Referee should keep in mind that this is the greatest adventure the Travellers will ever embark upon and do all of its phases justice.



Equipment

The biggest decision to be made at this point is what to put in the cargo holds. *Deepnight Revelation* has two cargo hold in the primary hull, two larger ones in the mission pods and smaller cargo areas scattered among the other pods and pod cap hangar areas. These vary in accessibility. For example, it seems logical to carry most of the ship's groundside vehicles in the mission pod cargo areas, which also allows them to be maintained easily. However, to get a vehicle aboard a small craft it must dock at the mission pod's docking area to load and unload but this docking area has limited capacity so swapping vehicles around becomes a time-consuming business. One solution is to leave some of the vehicles aboard small craft and use them for an extended period before rotating them back into the mission pod for repairs. Where equipment is stowed might also become important if the ship takes severe damage.

Deepnight Revelation has a little more than 2,900 tons of cargo space available and every ton of it is precious. Fierce competition is likely for space to bring along items considered necessary by some and less so by others.

Cargo Capacity

Location	Capacity (tons)
Main Hull Cargo Area	288
Port Hangar Pod	419.8
Port Hangar Pod Secure Areas	48
Starboard Hangar Pod	419.8
Starboard Hangar Pod Secure Areas	48
Port Scientific Pod	14.4
Starboard Scientific Pod	14.4
Port Mission Pod	841.6
Starboard Mission Pod	841.6

It is possible to carry some items within small craft and scout vessels, since all of them have cargo space. However, if a pinnace is jammed full of vehicles or supplies and the Travellers want to use it, they may have to offload the contents – and there may be nowhere to put them. Travellers who want to wring the maximum capacity out of their vessels can do so but they will have to deal with the resulting difficulties. At the very least, constant moving-around of cargo will weary the crew and may cause a drop in morale.

Among the items the Travellers may wish to carry are:

Bulk Supplies: *Deepnight Revelation* can carry 200 days' worth of supplies in her normal stowage areas. 1,000 Supply Units (SU) are used per day under normal circumstances. A ton of cargo space can hold 100 SU in bulk stowage, so 10 tons of cargo space are needed for every extra day the Travellers want to extend their supply duration.

Vehicles: Vehicles take up a considerable amount of stowage space in the cargo hold. Standard and mission-specific vehicles include:

Vehicle	Space Required (tons)
Ardent ATV	18
Ranger Ground Vehicle	8
Skerrier ATV	4
Standard Air/Raft	4
Standard ATV	10
Vendara Air/Raft	12

Vehicular Equipment and components such as a crane or backhoe to be fitted to a large ATV takes up 0.25 tons of cargo hold per vehicle Space of the component.

Planetside Base Modules take up eight tons of hold each when dismantled.

Even if the Travellers are not the command crew of *Deepnight Revelation* the Referee should allow them to decide what the ship is to carry. After all, they are the ones who will have to manage without whatever they forgot to bring…

C H A P T E R E I G H T

INTO THE DEEP NIGHT

Although public interest has waned during the preparation phase, there is still enough of a buzz around the *Deepnight Revelation* mission that crewmembers are in demand for vid show appearances or social functions. Some of the interest borders on the bizarre; advertising companies have offers for senior mission staff to endorse their products and drama producers want crewmembers to make a cameo appearance. By the time *Deepnight Revelation* is ready to launch she has gained a 10-year supply of anti-dandruff shampoo and several cases of fine wine courtesy of advertising links and almost everyone has attended society parties at the starport or aboard someone's yacht.

The final manning-the-ship ceremony is a dignified affair attended by senior official, naval officers, scientists and scout ship crews, as well as all manner of well-wishers and notables wanting to be seen at such a big event. Cynical Travellers will no doubt realise that as soon as they are in jump the focus will shift to the next big thing – whether that is a sporting event, clothing fashion or outbreak of war. For today, however, they are the centre of attention.

The launch and transit out to the jump point are a chance for the Referee and Travellers to become familiar with the Resolution Cycle, presented on page 13 of the *Referee's Handbook*. The first segment of the mission has long been planned and is intended to allow the crew to settle into their roles. A distinct section of the voyage is termed a Reach, as it usually involves a transit of several star systems.

The first Reach takes *Deepnight Revelation* through three star systems, using gas giant refuelling at each rather than visiting the starport. This is intended to establish working practices and also save time; *Deepnight Revelation* will jump to the innermost gas giant at each system, refuel whilst undertaking simple exercises with her systems and small craft, then quickly move on. The goal is to reach the naval base at Hishumaki in the Haadi subsector within four weeks of leaving Giikur. This is an 11-parsec transit undertaken at the highest likely rate of advance; once beyond Charted Space, *Deepnight Revelation* can expect to proceed slower than an average of three parsecs a week, but with good forward planning she may be able to attain this rate or even higher for short periods.

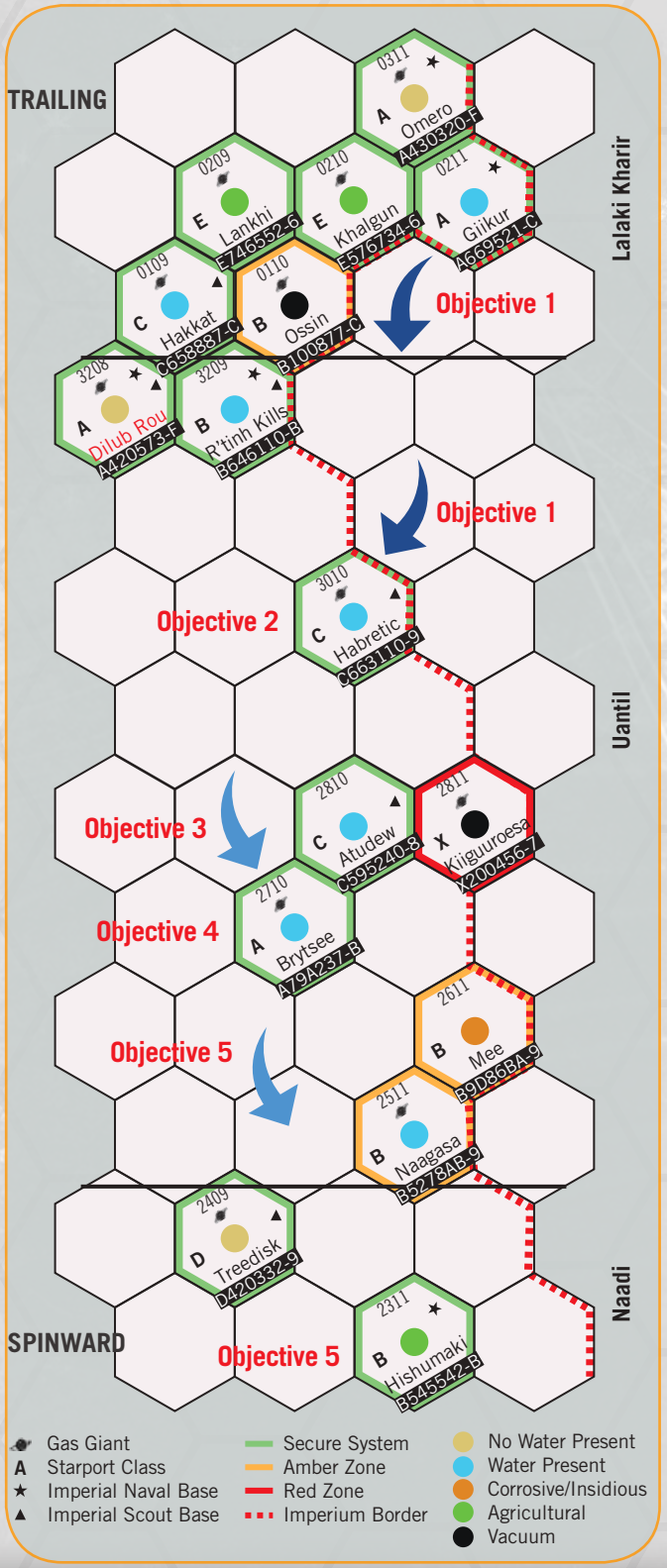
Planning a Reach follows a standard system. The **Aim** is a general statement of what the Travellers hope to achieve. It can be quite specific in some cases but is often rather vague. A Reach undertaken to get to a specific point will have a precise aim but one that is more about advancing towards the end goal or an undertaking whose specifics are not yet known might not be. Thus an Aim might be 'proceed towards Terminus Point, in the general direction of Point X' or 'Find a suitable location to replenish supplies'. The Aim of the Reach is usually implied by its title.

Objectives are measurable and specific. The Objectives of a Reach may be revised along the way or the Reach may be scrubbed and a new plan created. Typically, each Objective will require one or more **Missions.** A Mission is a self-contained task such as refuelling the ship or investigating a point of interest and may be broken down into multiple **Mission Segments** and **Operations,** which are specific tasks important to the progress of the current Mission.

The Reach from Giikur Naval Base to Hishumaki is planned as follows:

Reach: Hishumaki Transit
Aim: Transit from Giikur to Hishumaki
- **Objective 1:** Arrive in the Habretic system
  - **Mission:** Man the ship and leave the Giikur system
  - **Mission:** Transit from Giikur to Habretic
- **Objective 2:** Refuel and survey Habretic system
  - **Mission:** Conduct refuelling
  - **Mission:** Survey the system
- **Objective 3:** Arrive in the Brytsee system
  - **Mission:** Transit from Habretic to Brytsee
- **Objective 4:** Refuel and survey the Brytsee system
  - **Mission:** Conduct refuelling
  - **Mission:** Survey the system
- **Objective 5:** Arrive at Hishumaki Naval Base
  - **Mission:** Transit from Brytsee to Hishumaki
  - **Mission:** Enter Port at Hishumaki

This outline demonstrates the planning sequence for a typical Reach. Once the Travellers are familiar with it they do not need to slavishly follow the format and indeed could simply jump from system-to-system making decisions when necessary with no forward planning. However, doing so will become very risky once the Travellers have left known territory so establishing a habit of planning the voyage in stages is wise.



WHY PLAN?

Plans, they say, are nothing – but *planning* is everything. It is certainly true that few plans survive contact with the briefing room and this may incline the Travellers to wonder what is the point of making a plan at all. There are several reasons why planning is necessary in the *Deepnight Revelation* campaign. Travellers who simply forge ahead and deal with what happens on the fly can land themselves in serious trouble or have to backtrack. They may run out of supplies or necessary items, or plunge deep into a dangerous area. Planning ahead allows a more cautious approach yet at the same time facilitates faster progress towards the end goal of the expedition. It also allows the Referee to determine what is ahead and decide what challenges the Travellers will face, placing scripted elements where they will contribute best to the pacing and flow of the overall campaign.

In short, forging ahead without planning is much the same as entering a lottery in which the prize is that the Travellers do not die today. Planning allows the Travellers to take control of their fate, at least to some extent. The unexpected will still occur but the act of planning helps the Travellers decide how to deal with anything that does happen, rather than flying across uncharted space in a constant state of panic.

LEAVING GIIKUR

The very first check the Referee should call for is a whole-crew task to see how well the manning ceremony and departure from dock goes. This is a 2D roll on the Resolution table found on page 24 of the *Referee's Handbook*, using CEI modified by the crew's CEIM. If the Referee prefers, the check can be made for each Division separately (using DEI and CEI Modifier); this will depend on how much detail the Referee wants. A CEI check gives an overall impression of how well the ceremony and departure went, whilst separate checks might lead to differing results that in turn create roleplaying opportunities as the chief mission officer tries

The system surveys are not really necessary – all the relevant data is available from the local starport computer. However, they are a chance for the crew to work through their survey tasks for real and compare their results to known data. Any problems can be fixed at Hishumaki Naval Base before the mission proceeds.

to make excuses for the shambolic state of his Division, counterpointed by the excellent turnout and efficient work of the other Divisions. This approach to a whole-crew check can be used at any time by the Referee, depending on whether they want more or less detail.

No matter how bad the check might be, the Referee should not impose total disaster as *Deepnight Revelation* slips her moorings at Giikur Naval Base. A poor result might indicate an embarrassing shambles played out in front of the media cameras but *Deepnight Revelation* needs to get out of port and underway if the expedition is to begin.

The transit to the jump point is a check for the Flight Division crew, using their DEI modified by the CEM and any other variables the Referee feels should apply. *Deepnight Revelation* is escorted by a wing of fighters and gunboats, a courtesy intended to show respect but it will also highlight erratic flying if the escorts have to dodge or change formation to avoid a collision. Again, a bad result should not indicate total disaster but it will be embarrassing.

Finally, *Deepnight Revelation* reaches a safe jump distance and lays in a course for Habretic. This is a whole-crew task best abstracted using CEI. The Referee could call for a DEI check by the Flight team to set up the course and another from the Engineering Division to implement it but this is probably an unnecessary level of detail. For routine operations it is best to abstract such whole-crew actions with CEI unless the varying performance of different Divisions is likely to be important.

HABRETIC

Habretic is four parsecs from Giikur, across an arm of the Great Rift. The Travellers should be aware that a misjump might take them into deep space from which there is no real possibility of return, however good navigation and a well maintained drive are the keys to avoiding an unfortunate situation. This is an opportunity for the Referee to drop a few hints about the importance of maintaining the drive and of having the correct supplies to do so.

The supply situation needs to be established when the Travellers reach Habretic and at each destination thereafter. *Deepnight Revelation* uses 1,000 Supply Units (SU) per day under normal circumstances, which may be modified if the Travellers take measures to extend their supply duration. Thus around 7,000 Supply Units are gone from stocks. This is not a serious dent in the ship's capacity and she can easily resupply whilst still in Charted Space. However, the early transit should be used by the Referee to establish necessary procedures so the Travellers are not caught by surprise – or have no excuse when they are.

The Travellers need to refuel at one of Habretic's gas giants. The innermost is the logical choice since this gives the shortest transit time to the inner planets, where life and civilisation are most likely. There is no real reason why another gas giant cannot be chosen if the Travellers intend to pass quickly onward.

Whereas a commercial starship would go to the mainworld and enter port, *Deepnight Revelation* is making a fast transit. She needs to complete refuelling and get back into jump as quickly as possible. However, there are still a few tasks that have to be undertaken. The Referee should use this first refuelling stop to establish standard procedures and give the Travellers a chance to tweak them to their own preferences, so the crew will need to make navigational observations and conduct a security walkaround. These tasks are detailed on page 63 of the *Referee's Handbook*.

Refuelling is not a difficult task and a survey of the system can be carried out with instruments during the approach to the gas giant. If the Travellers desire, all of these tasks can be rolled into a standard procedure for arrival in a system; the Travellers will create a situation where the basic tasks they need to carry out are resolved with a single CEI check. The Referee can make note of this and assume these tasks are carried out every time the Travellers arrive in a new system unless they specify otherwise.

In this case, the likely task model is as follows:

1. Deepnight Revelation emerges from jump
2. Security walkaround commences
3. Passive sensor data collection begins
4. Navigational fix is generated, both in terms of interstellar position and location relative to the gas giant
5. Deepnight Revelation begins her approach to the gas giant
6. Sensor survey of the system begins
7. Pinnaces or other small craft are launched to act as sensor relay points
8. Deepnight Revelation conducts gas giant refuelling
9. Deepnight Revelation returns to gas giant orbit and collects her pinnaces

It would of course be possible to resolve each of these tasks as a mission segment with a DEI check for the relevant Division, and on any occasion it seems necessary

this can be done. However, this is a long voyage with many refuellings, basic system surveys and security walkarounds. The Travellers should be encouraged to set up standard procedures like this one. Once established, they can be resolved with a single CEI check.

If something unusual occurs, such as an Incident or an Opportunity, it can happen at any point in a composite task of this sort. This gives the Referee plenty of leeway for creativity – a mishap might be interpreted as a negligent discharge of a crewmember's weapon during the walkaround, whilst one occurring on a different instance of the same task might involve a very rough refuelling pass.

At Habretic the Travellers should establish how they carry out standard tasks upon arriving in a system and whether they want to create a standardised composite procedure. This should be encouraged but not forced upon them. Once the procedure is established the Referee is free to assume the Travellers stick to it if they do not otherwise specify their actions. That could have positive or negative consequences in the future.

Assuming the Travellers do not meet with disaster, they should return to orbit around the gas giant with full fuel tanks and complete their sensor survey of the system. Surveys are detailed on page 73 of the *Referee's Handbook*, and are based on the concept of a Survey Index, which shows how much is known about the system. High values indicate a great deal is known and can be assumed to also imply high confidence in the data. Lower values indicate limited data, some of which may be faulty.

The initial Survey Index can be assumed to be 5, although in this case the Travellers could have simply looked up the data in their navigational database. To this base value the Travellers can add +1 if they made only a passive-sensors sweep, +D3 if they used active sensors and +1D if they were prepared to spend 4D hours taking readings from more than one position. Their final Survey Index indicates how good the information they have on the system will be.

The Habretic system has two gas giants, a planetoid belt and seven rocky planets in addition to its mainworld, whose UPP is C663110-9. There is a small scout base at the mainworld's modest starport and light traffic in the system. An encounter with another vessel at the gas giant is unlikely but possible.

REFEREE'S NOTE

In-universe, the refuelling stop at Habretic is the first chance to see how the crew functions under real mission conditions. In game terms it serves the same purpose and should be used as both a tutorial and an opportunity to demonstrate the need for standard procedures. If the Travellers have to explain their intentions in detail every time they enter a new system the voyage to Terminus Point might take as long in gaming time as it does in-universe. Play can be streamlined enormously by establishing standard procedures.

Of course, if the Travellers have established what 'conduct standard arrival procedures' means they cannot claim they were doing something different just because an untoward event occurred. Common sense applies – if *Deepnight Revelation's* sensors would have picked up a minefield as she approached the gas giant her crew would not mindlessly plunge into it just because the standard procedures said to begin refuelling. However, if standard procedure is to launch two pinnaces to conduct a sensor survey then they will be launched unless there is a reason to deviate from the usual procedure. Travellers caught by surprise while refuelling cannot claim they did not launch on this occasion and are ready to make an emergency jump.

BRYTSEE

Brytsee has four gas giants, no planetoid belts and six planets besides its mainworld whose UPP is A79A237-B. Located on the main Riftsedge x-boat and trade route, Brytsee sees a lot of traffic and may already be familiar to the Travellers. Again, they are transiting and do not need to visit the starport or interact with the very significant amount of shipping around the mainworld.

Brytsee is another chance to establish standard procedures and demonstrate the benefits of using them. The Referee should ask the Travellers if they conducted a remote survey before jumping to Brytsee. It is more than likely they will not, instead using information available from standard navigational databases. The Referee can use this situation to demonstrate that a remote survey is necessary once the Travellers are outside well-known systems. *Deepnight Revelation's* specialised sensor suites can produce quite comprehensive data on nearby systems and plot large bodies such as stars and possibly gas giants out to a much greater distance. The Travellers should be encouraged to familiarise themselves with this process before their shakedown cruise is over.

The usual walkaround, positional fix and refuelling operations can be resolved either as a single whole-crew action or separately, after which the Travellers are ready to move on. The Referee may wish to remind them about the supply situation – another 1,000 Supply Units per day have been used up since Habretic. If they want to reduce the amount they use and thereby extend the time until replenishment becomes necessary, rules for this are found on page 47 of the *Referee's Handbook*.

HISHUMAKI

Brytsee to Hishumaki is four parsecs. This time the intent is not to jump to the gas giant – the system does not have one – but to go straight to the naval base. *Deepnight Revelation* should arrive there roughly 23-24 days after leaving Giikur. The crew will receive a warm reception and may even encounter one of *Deepnight Revelation's* former sister ships. Any repairs or modifications that have become necessary will be carried out at Hishumaki Naval Base and any particularly troublesome crewmembers can be left there.

There is no scripted plotline to this Reach and no mandated adventures along the way since the primary aim is to establish the mission routine and how to resolve whole-crew actions. However, any task or undertaking can result in an adventure, especially if the Travellers choose to get involved personally. It may be that the transit was more eventful than the Traveller expected or that some entirely unrelated incident sent the Travellers off their intended path. There is, after all, no real reason why normal Traveller adventures should not take place during the *Deepnight Revelation* campaign.

HISHUMAKI TO TOBIA

Deepnight Revelation will be resupplied as soon as she is ready to leave. She has a long transit ahead just to reach the edge of Imperial space, at which point the mission really begins. The mission's planners expect *Deepnight Revelation* to proceed along the fringe of the Great Rift as far as Tobia in the Trojan Reach. Depending on the exact route chosen this is 70 parsecs or more – quite a voyage for most ships but a tiny prelude to the epic journey that is to follow.

The Referee can make as much or as little of this phase of the journey as seems appropriate. Although the circumstances are unusual, travelling across the Imperium is nothing out of the ordinary. Unless there is a pressing reason to get into detail the Referee might be well advised to gloss over the transit to Tobia. The real adventure awaits beyond the Imperial borders, in uncharted space and it makes sense to get *Deepnight Revelation* out there as quickly as possible.

Most, or perhaps all, of the Hishumaki-Tobia transit should be abstracted using the system on page 15 of the *Referee's Handbook*. This system can also be used when transiting long distances later in the mission but the likelihood of something happening to interrupt the transit is far greater once Charted Space has been left behind.

The Hishumaki-Tobia transit should be divided into Reaches by the Travellers. A Reach will typically be 10-20 parsecs, although it might be much shorter if circumstances require a careful approach. The Referee should not allow the Travellers to cross vast distances with a single 2D check, so Reaches of more than 20-25 parsecs should only be permitted under exceptional circumstances.

When abstracting these Reaches, it should be assumed that *Deepnight Revelation* averages a little better than three parsecs per jump and spends only one to two days between jumps refuelling and conducting maintenance. This gives an average speed of around 10 parsecs per month. Since they are in Charted Space the Travellers can reasonably plot reaches of 20 parsecs or so. The Referee should ensure they understand that this is about the longest that can be planned and represents two months of quite rapid transit.

The Travellers will therefore need to make four Reaches to arrive at Tobia. Start and end points need not be designated in this case since *Deepnight Revelation* is proceeding through known space. Each Reach can be resolved with a single CEI check using the rules for abstracting a Reach on page 13 of the *Referee's Handbook*. Any events that occur must be resolved before the next Reach is launched.

Assuming the Travellers make an average of 10 parsecs per month they will be at Tobia seven months after leaving Hishumaki. They can shave a little off this time by minimising the period between jumps or making the longest jumps possible. If so, the Travellers can aspire to make the run in around 21 weeks, or around five and a quarter months. This would be a prodigious effort, quite possibly setting a record for a jump-4 ship and will tire the crew. Less strenuous efforts will see the Travellers at Tobia in 6 months, which is still an impressive transit.

Normally a naval crew that had been on operational duty for six months would go on furlough or at least take significant leave and have a change of pace in the form of training or shorter assignments. For the crew of *Deepnight Revelation* it is merely the beginning – they have done nothing more than get into position for their real mission.

Nevertheless, there will be a warm welcome at Tobia and a real sense of achievement. The crew will have a chance to increase (or perhaps decrease) CEI,

CEIM, MOR and the DEI of the Divisions. Once this is established, the crew can enjoy a couple of weeks in port to rest and prepare for their great undertaking. Key mission personnel will be invited to a private audience with the Duke of Tobia and a few other notables.

The Referee should keep the supply and fatigue rules in mind (see pages 46 and 41 of the *Referee's Handbook*) during the transit. Around 7,000 Supply Units are used up per week, so a six-month transit will bite deep into the reserves carried by *Deepnight Revelation.* By the time the Travellers get to Tobia they will be well aware of the need to resupply. Of course, they can simply dock at any starport along the way and buy all the supplies they need, charging the cost to the Deepnight Corporation, but the Referee should establish the need for foraging once beyond Charted Space.

Likewise, the Travellers will become familiar with the crew fatigue rules. Fatigue Index starts at 0 and begins to increase at intervals as the Travellers proceed. The first interval is 10D days after leaving Hishumaki Naval Base, after which the period between increases is 6D days. On average this means Fatigue Index increases to 1 after about 35 days and by +1 every 21 days thereafter. If the Travellers do not make an attempt to rest and defatigue their crew they will arrive at Tobia with a Fatigue Index around 8. Every time Fatigue Index increases there is a chance of the crew becoming fatigued. This is determined by rolling 2D; a result less than the new Fatigue Index means the crew's fatigue state increases. It may be the Travellers arrive at Tobia in good shape or they may have to stop somewhere and find a way to defatigue the crew. Either way, the transit to Tobia should establish the importance of monitoring crew fatigue levels.

The Audience

The Duke of Tobia's 'private audience' turns out to be a reception for key members of the crew, attended by a couple of hundred notables from the Trojan Reach. This is an occasion – perhaps the last for a very long time – to don dress uniforms and interact with the great and the good. The Referee can use this event to remind the Travellers that they are *someone* now. The vast sweep of history is broad enough that the expedition may be nothing more than a footnote but its members are in the process of *making* history.

Cynical Travellers may be amused at how various notables try to enhance their status by presenting themselves as friends of the greatest adventurers in history, whilst others seek to obtain some statement of support or sympathy about a favoured cause or product. To most of the people at the reception the expedition is an event of note they can make use of for their own agendas, which may seem rather petty to those undertaking the voyage. Even without the threat of the Deepnight Entity there is a sharp contrast between a vid drama star wanting career-enhancing exposure and the crew of a starship venturing beyond the limits of exploration.

The Travellers may also be amused at how the audience is staged. The way the Duke of Tobia requests the presence of the Travellers for a private audience in the middle of the reception, taking them away from everyone else, is a beautifully understated expression of power. A few highly favoured individuals accompany the Travellers into the audience chamber, where the very finest of refreshments are waiting.

The Duke of Tobia is as gracious as the great nobility can be providing the Travellers behave themselves. He asks questions about the mission that seem to be out of genuine interest and listen politely to the Travellers' digressions about neutron stars, modified jump drives and the scientific equipment suite aboard their ship. He asks what the Travellers expect to find at Terminus Point, which should not surprise the Travellers since the ultimate destination of their mission is well publicised. However, amid the more innocent questions the duke asks about the biological sciences equipment aboard *Deepnight Revelation* and the possibility of encountering previously unknown creatures.

The duke is fishing for information about the Deepnight Entity but has not been officially briefed about it so has chosen to be circumspect rather than ask straight out. He does not yet know it but a full data package is on its way to him through official channels. Still, like all great nobles he never passes up the chance to obtain information that might corroborate or cast doubt on that coming through other channels. The duke will talk around the subject in the hope of convincing the Travellers he knows all about the entity and getting them to open up, however has nothing more than rumours and may inadvertently reveal how little he knows.

If the Travellers choose to reveal what they know to the duke, he will be grateful but cannot officially acknowledge the information transfer. Instead, his gratitude takes the form of an apparently unconnected gift of fine wines and spirits, plus very high-quality preserved meals – the sort carried aboard the yacht of a sector duke or the Emperor himself. These are delivered with a generic good wishes message just before departure. If the Travellers make an occasion of consuming them, such as a gala dinner upon completing some important task or reaching a key point in the mission, they may increase the MOR of the crew by +1, in addition to the usual chances to increase or decrease MOR that occur at points during the voyage.

Alternatively, the Travellers can gradually use up their luxuries to offset fatigue. In any period where the luxuries are used the Travellers should roll 2D; on 9+ they are used up. Using luxuries to offset fatigue increases the interval between Fatigue Index increases by 2D days.

The Duke of Tobia also has a favour to ask. He has a distant relative from a good family and currently serving in the Imperial Navy. The duke would like the Travellers to take her along on the expedition. If asked why, he says it would be prestigious for her family to be involved in such a great endeavour but, in fact, he has a different reason. The officer is young, ambitious and headstrong, and is liable to end up on the front line in the war he fears is coming, trying to live up to the legend of some of her ancestors.

Even if she does not get herself killed, the officer may cause controversy – which the duke does not want. She will return from the mission with two decades of seniority, which will translate into promotion from sublieutenant straight to commander at least, bypassing the usual career ladder and allowing her to be shunted into an important but safe post somewhere; her family will avoid risking their heir whilst giving her a prestigious service record. The Duke of Tobia does not consider the exploration voyage to be as hazardous as naval service in this region over the next few years. The Travellers may wonder if he knows something about an impending conflict but that is beyond the scope of this campaign.

If the Travellers agree to take her along, they are joined by 23-year-old Sublieutenant Sir Alixe Vanaadi, on secondment from the Imperial Navy. She will be a pain in the posterior from the start, expecting to be placed in a position of authority and lead diplomatic parties because of her noble rank. She is competent in her field, however, and if handled well can be a real asset to the expedition. If an 'Imperials' faction forms she will be at the centre of it but can be persuaded that the Imperium is best served by completing the mission.

Sublieutenant Sir Alixe Vanaadi
FEMALE, AGE 23

STR 5 DEX 10 END 7 INT 7 EDU 11 SOC 10
Skills: Athletics 0, Gun Combat 0, Gunner (capital) 2, Mechanic 0, Pilot (starship) 1, Vacc Suit 1

Weapons: Gauss Pistol (3D, AP 3, Auto 2)

DEPARTING TOBIA

Tobia lies a couple of jumps from the Imperial border, after which the Travellers must voyage across the Trojan Reach and beyond, heading spinward along the fringe of the Great Rift. This is not unknown space; Imperial warships patrol this region from time-to-time and explorers have visited many of the worlds. Indeed, the Travellers may encounter Imperial trade ships in many systems they pass through, with the frequency of such encounters dropping off until the Travellers cannot remember when they last saw the Sunburst. The Trojan Reach is notorious for piracy but a big ship like *Deepnight Revelation*, transmitting Imperial transponder codes, will be safe from attack by all but the most desperate pirate.

It is around 220 parsecs to Point Demnan, a voyage that will take perhaps 20 months. The Travellers will be working with increasingly patchy navigational data, until eventually all they have is a plot showing there is a star present in a given hex. Their own surveys will become increasingly important and the Travellers should fall into a routine of conducting navigational surveys of the way ahead, plotting a Reach and proceeding to the next reference point.

The Travellers will spend the best part of two years transiting to Point Demnan. The Referee should keep in mind the need to resupply and defatigue. Friendly ports are not unlikely in this region and Imperial Credits – or a deal based upon confidence in the Imperial currency – will buy the Travellers supplies and hospitality if they are willing to negotiate a little. Their ship is large and

powerful, and local powers may be a little suspicious of their motives. It is possible for the Travellers to get themselves embroiled in the politics and conflicts of the region, and become distracted from the expedition.

During this long transit the Mission personnel have relatively little to do unless the Travellers find something to occupy them. Mission personnel, especially scientists, will become bored and restive, and begin agitating for the chance to investigate… something. The Referee should roll 3D at the beginning of this transit. After that many weeks the Mission crew will start complaining there is nothing for them to do but polish their telescopes and if the Travellers ignore their complaints they will become increasingly restive. 3D weeks later the DEI of the Mission division will drop by –1 as motivation plummets and skills atrophy. DEI will drop by another point every 3D weeks until the Travellers take the hint and give the Mission staff something useful to do.

Note that routine navigational observations do not count as meaningful work in this context. The Mission staff will be satisfied with the chance to study the ecosphere of a planet for a couple of days – and to continue work on samples after the ship has moved on – or work through recorded data on ring systems, asteroid fields or other phenomena encountered. Mission personnel will be quite happy to work outside their normal field so long as they have something interesting to do.

Smart Travellers can keep the Mission staff interested whilst at the same time ensuring the ship stays properly provisioned and supplied. If tasked with predicting where mineral and organic resources might be found, and analysing what they discover, the Mission experts will be happy enough and should produce useful results. The Travellers will need to locate supplies and resources along the way, and a change of pace is a useful way to offset fatigue. Thus there will be many chances for the Mission staff to do some science that need not slow the progress of *Deepnight Revelation* towards her next waypoint.

STOPOVERS

As the expedition progresses it will become necessary to seek out sources of supplies. Food and materials are both abstracted as Supply Units (SU), and the Referee is free to decide which is running short – or both. Stopovers to gather supplies are also good opportunities to rest and provide the crew with different activities to break the monotony of long-term space travel.

Attempts can be made to gather supplies in any star system the Travellers visit but resource gathering is far more efficient if a targeted location is chosen. There are two ways the Referee can handle this. One is to generate star systems along the path ahead until a suitable one appears and allow the Travellers to discover it by the normal process of remote scanning.

This is likely to be a lot of work, however. Instead, the Travellers may decide to conduct a remote survey of a wide area and interpret the data in the hope of finding a suitable resource location. Once somewhere is found, the Referee can position it on the map a suitable distance from the current location of *Deepnight Revelation.* The Travellers may have to go through a few other star systems to get there or find a way around an obstacle. Rules for seeking out resource sites are found on page 70 of the *Referee's Handbook*.

Stopovers of this sort represent a break from the normal routine of scanning, planning, jumping and refuelling, and are opportunities for the Travellers to have an incident or adventure. As a rule, adventures should develop from within the mission. In other words, if there is an incident during the supply gathering operation on a world it should usually involve the Mission's personnel interacting with one another or their environment rather than introducing some new element.

External elements need explanation. For example, if the Travellers encounter a hostile alien starship then it has to have come from somewhere. That means there is a high-technology alien race within the local area. The Travellers may become distracted from their voyage if they decide to investigate or fight with this race and the Referee will need to detail their physical, social and technological characteristics if the encounter is not to be a rather implausible 'threat and forget' incident. Too many alien encounters can make what is supposedly an empty region of space seem like a menagerie and raises additional questions about how all these aliens interact with one another.

It is important to consider the effects of external elements when introducing them. Small-scale elements such as a primitive sentient race discovered on a remote planet are self-contained and provide an opportunity for diversion and adventure that can be left behind once completed without altering the game universe much. Anything with implications outside the star system where it is encountered should only be used when the Referee is happy for the Travellers to divert from their mission to investigate or deal with a problem, or where the Referee wants that element in the campaign.

For example, Travellers find a crashed alien space vessel and investigate. They learn about the physiology of the crew and make some inferences about their society. If the Referee wants this to be a one-off incident they might decide the ship has suffered a truly enormous misjump from a home region very far away. The existence of this race may be of interest to future explorers but it does not affect the *Deepnight Revelation* mission. However, it may be that the referee has decided the Travellers will meet a spacefaring race sometime in the future. The existence of that species has already been introduced into the campaign (and presumably its implications thought through) so finding the wreck does not change the setting in any significant way.

This does not mean that all large-scale external elements must be tied to the primary *Deepnight Revelation* mission storyline. If the expedition passes through a zone of conflict between two warring alien races and has some adventures along the way, this is part of the overall story but does not have to be connected to the main mission. Such a huge journey will inevitably contain significant elements unconnected with the Deepnight Entity. Of course, it will also contain apparently unconnected incidents that turn out to be significant later on.

The following 'stopovers' give an indication of how to create self-contained incidents and adventures without significantly altering the setting. As a rule, conflict will be between the crew and their immediate environment or within the crew. The Referee should use incidents to present the wonders and dangers of the universe to the Travellers, whether or not they have to fight their way out of trouble. A voyage such as that of *Deepnight Revelation* cannot be experienced in a 'roll 8+ to experience wonders' sort of way; the Referee must give the Travellers a chance to become immersed in their epic voyage.

STOPOVER: REPROVISIONING

As supplies begin to run low, or perhaps taking advantage of the discovery of a habitable planet, the Travellers decide to reprovision their ship. First they need to refuel and since *Deepnight Revelation* cannot land on a world with an atmosphere the Travellers make the usual fuel-skimming pass at the system's innermost gas giant. Whilst the parent vessel is taking on fuel, the Travellers send an advance party to the mainworld aboard pinnaces or scouts.

The first order of business is an orbital mapping survey and analysis of the world. The crew are looking for evidence of habitation such as hotspots that might indicate cities and obvious dangers like heavy volcanism or severe weather patterns. Data is fed back to the parent vessel for analysis. This situation will be experienced differently by Travellers on the forward survey mission to those remaining on *Deepnight Revelation*. If the Travellers conduct the survey themselves or are part of the survey mission it can play out like a typical Traveller adventure. If they are in command back on the main ship they will be provided with a steady stream of information and reports, and will have to make decisions based on second-hand

information. Should the survey craft land? Where? All at once or should some stay in orbit? Should the initial landing be at a single site or several locations?

Events distant from the Travellers can be abstracted with a Crew or Detachment Efficiency check. It may be that *Deepnight Revelation* suffers an incident whilst the Travellers are taking soil samples or someone prangs a shuttle whilst the Travellers are hours away in the middle of a refuelling run. Meanwhile, the first landings are made, samples taken and exploration parties move out to discover more about this new world.

By the time *Deepnight Revelation* catches up to her small craft the initial survey work will be more or less complete. If the local biosphere is compatible with the crew's digestive systems this might be a good place to harvest resources. Some members of the expedition might have ethical issues with hunting local wildlife for food, whilst others are desperate for fresh meat. Meanwhile, parties gather organic matter wherever they can. Fruit and vegetables can be used to create unusual meals but even prairie grass or seaweed can be processed aboard *Deepnight Revelation* to create nutritious, if not necessarily appetising, food.

Throughout all this activity there are innumerable opportunities for adventure. Most stem from things the crew might do, although there is always the possibility that equipment failure or vehicle crew error might lead to an incident. Crewmembers may choose to blow off steam playing a sport they have just invented or racing vehicles across the plains. More adventurous individuals might request permission to conquer a nearby mountain or explore an interesting terrain feature.

There is always the possibility the world may harbour concealed threats such as particularly ferocious wildlife or other natural hazards. However, there is no need for a memorable incident to involve combat; a few crewmembers getting into trouble or the discovery of an interesting site everyone wants to visit may be sufficient to make the planetfall notable. It may be that what the Travellers remember most about that section of the voyage is standing in the rainbow-tinted mist from a two-kilometre waterfall or a barbeque of exotic creatures they hunted themselves.

STOPOVER: MINERAL STRIKE

The best locations for obtaining minerals are gas giant moons or planetoid belts. It is possible to make inferences about the density and type of a belt using remote scanning, so the Travellers should be able to locate a reasonable prospect. However, once in system they will have to send out parties in the pinnaces and boats to conduct close-range scanning and take ore samples. This is a lot of small craft activity to keep track of and will absorb the efforts of a significant segment of the crew.

All manner of misadventures are possible with so many people in vacc suits at once. The Travellers will have to decide whether to rely on their most skilled EVA operators or use the opportunity to allow others to gain experience. If relatively unskilled personnel are buddied up with experts the risks should be minimised but accidents are inevitable from time-to-time. Good procedures and forward planning will allow incidents to be handled with a minimum of hazard, whereas failing to organise properly leaves much more to chance.

For example, if a poorly skilled crewmember suffers an injury and minor suit tear, the consequences could be anything from a well-handled emergency to cascading disaster. Ideally, the situation is handled by a more skilled crewmember who calms the casualty, applies first aid and seals the suit whilst the on-call rescue boat moves to their position. The casualty is swiftly transferred to sick bay and given full medical attention. On the other hand, the situation could dissolve into chaos as a panicking casualty dislodges others from the surface of a planetoid, a hot-dogging boat pilot fumbles the approach and collides with the planetoid, the ship's doctor is unavailable and nobody (or perhaps everybody) takes charge of the situation.

Problems with equipment may also be significant. A lost mining drone or batch of probes might not seem like a big deal but what *Deepnight Revelation* loses, stays lost. Running out of critical equipment could strand the ship, so every effort needs to be made to retrieve malfunctioning drones. This might mean placing personnel at risk to rescue equipment, which in turn could lead to protests from the crew. The Travellers will have to balance risk against necessity and handle the backlash if something goes wrong.

A mineral strike could lead to something else, such as the discovery of wreckage in the planetoid field or signs that someone else has mined these planetoids in the distant past. The Referee can drop hints in this manner, foreshadowing encounters planned for the future.

STOPOVER: BIOLOGICAL ANOMALY

From time-to-time as the expedition develops, the crew of *Deepnight Revelation* will detect something unusual. This might be a sensor reading that contradicts others or something that simply does not fit with established data. The readings could be glaringly wrong or perhaps just far enough from the norm that an alert crewmember flags the matter for the attention of senior personnel. Wonders can

be revealed in a clamour of alarms and extreme weirdness but often it is a quiet 'how curious…' from one of the Mission staff that begins the process.

So it is in this case. *Deepnight Revelation* enters a system with a ringed gas giant, intending to refuel as usual. The rings are broader and brighter than usual but nothing out of the ordinary. Still, the sight is worth seeing for those who can spare a few minutes from their work. As the ship approaches the giant, a routine scan of the ring detects a small area of unusual composition. Spectral analysis of starlight scattering from the rings suggests biological material. This is not an entirely unusual result; carbon and other elements are often found in planetoid clusters and ring systems, and can trigger an organic compound result. Investigation usually resolves the false reading quickly and reveals nothing more than a concentration of certain minerals.

In this case, the 'biological' area is also emitting a faint energy reading. If the two are linked, there is something very unusual in this ring system. The energy is mostly low-grade thermal but there are some weak emissions in the X-ray band. Speculation among the crew naturally turns to the Deepnight Entity. Is this a stronghold of the entity or perhaps something infected by it?

Investigation requires entering the ring system, which may not be appropriate for a big ship like *Deepnight Revelation.* The Referee should encourage the Travellers to consider the long-term consequences of their actions on occasions such as this one. *Deepnight Revelation* will almost certainly collide with many smaller fragments and whilst this would not do much harm there is always the possibility of damage to antennae or erosion of surfaces that could become serious during the long mission. Cumulative damage could put critical systems out of action or eventually lead to a structural failure. Can the Travellers afford to take the risk? It is unlikely they will be used to thinking this way and may be tempted to plunge in anyway.

Damage to *Deepnight Revelation* will not be serious whilst in the rings,but the Travellers should receive reports of antennae needing realignment and minor repairs once they are clear. This should serve as fair warning. If the Travellers keep exposing their ship to minor hazards they will see a gradual erosion of capabilities. Rules for this are found on page 56 of the *Referee's Handbook*.

On the other hand, small craft can negotiate the ring system in relative safety and are easy to repair in their hangars. One or more craft – or the small scout ships – can approach the biological anomaly in relative safety. There will still be impacts with odd chunks of ice or rock but if speed is kept down these will not be sufficient in terms of mass or number to cause much harm. Where *Deepnight Revelation* would be peppered with small impacts, a smaller craft will suffer only the occasional ding. Of course, the Travellers might be worried about the possibility of needing to make a high-speed retirement from the ring system. That would cause significant damage to small craft.

The anomaly is not connected with the Deepnight Entity. As the craft approach they pick up stronger but no less puzzling energy readings. There is a slight downward trend in the level of emission, which is only detectable over a period of hours or days. Visual contact is finally established and it is… baffling. The source of the emissions is a loose cloud of biological matter. It is slowly disintegrating and drifting apart.

The cloud is in fact the remains of a spacefaring creature. Study of the material suggests that death occurred within the past few years and that the decaying emissions are the last remnants of the creature's life processes. There is sufficient material to gather 6D units of Exotic Biological matter if the Travellers want to do so, although some of the crew might consider this questionable. There is a lot more matter but much of it has decayed. Study of the remains is a scientific project for the Mission staff (see page 79 of the *Referee's Handbook*) and will eventually lead to some or all of the data presented on page 107. Unless the Travellers name the species themselves, the mission staff will dub it a Leviathan.

This Leviathan died due to an infestation of leachers, some of which are still dormant in the decaying remains of the creature. Any craft that approaches the corpse of the Leviathan risks contact with one or more leachers, which will attach themselves to the hull. They may be spotted when the craft returns to *Deepnight Revelation* but one that gets into a concealed position will remain there and feed off the hull. Clusters of leacher eggs may also be picked up by contact or among material brought aboard for study. These will hatch quickly in an abundant environment like the interior of a starship, resulting in a hunt for nasty armoured worms eat parts of the ship.

Leviathan will be encountered again in the course of the campaign and are significant to the story of the Deepnight Entity.

FOOTPRINTS

Whilst investigating a star system the Travellers pick up unusual readings. There are no energy traces but sensors detect exotic metal compounds that might be associated with a high-technology structure or a starship, coming

from an otherwise unremarkable rockball world. As *Deepnight Revelation* approaches, it becomes apparent that the readings are from a small source – around the size of an air/raft – located at the centre of an oddly flat and perfect circular area some 5 kilometres in diameter.

The flat area is reminiscent of the one on DK-B1 Alpha, for the very good reason that it was made the same way. At the centre is a circular conical mound of reformed rock some 3 metres high. The anomalous material rests atop it. Closer inspection reveals it is an ovoid pod about 2.5 metres high, made of a thin but incredibly resilient material. One face is transparent and within can be seen the desiccated remains of a Droyne warrior. He sits, upright and regal, in a starship-style seat, dressed in shimmering silver-grey fabric with insignia of some kind. For all the obvious desiccation, it feels as if he might rise from his seat at any time.

Around the conical mound are carvings. Those who are not sensitive to the carvings can puzzle out a little of their meaning over time, especially if they have access to data from previous finds. The message is a simple one:

Dhokkez. Warrior. He Served Correctly.

There is also a fragmentary starmap that will lead the Travellers to another world once they figure it out. This requires a slight backtrack.

A sensitive will get nothing immediately, other than an enormous jumble of images and dream-like thoughts. After hours or days the sensitive will be dropped in their tracks by a sudden overwhelming torrent of clarity. Once they recover they will be able to relate what they have seen.

The Droyne starship *Tresskvuess* has voyaged very far to confront The Enemy. None were lost until now. At a nearby place the company of *Tresskvuess* confronted and destroyed a manifestation of The Enemy but unknown to the company one of them was infected. Others were taken before the warrior Dhokkez purged the section of ship and halted the spread.

The *Tresskvuess* was cleansed and the afflicted material burned to its atoms. The warrior Dhokkez, sole among those in the affected compartments, was unafflicted. His function fulfilled, he remains whole as monument and guardian.

Tresskvuess journeys on.

A sensitive will be able to dream/remember fragments of the incident aboard the *Tresskvuess* as if through the eyes of someone who saw them. Someone called… something like Oytheusk, although that word could be translated as 'myself' and may be an identity rather than name. Oytheusk recalls the sudden emergence of a Droyne-shambler from a secondary chamber. He recalls how it almost touched him and might have caused infection but for the warrior who stepped in front of him. As the warrior wrestled with the shamble, Oytheusk's other guard, Dhokkez, bundled him out of the chamber and turned his weapon on the bulkhead, disintegrating it and opening the compartment to space.

Thus was the infestation of *Tresskvuess* prevented. Dhokkez was found to be still whole and uninfected when the chamber was re-entered. He had somehow clung to the hatch, his body freezing in place to hold it shut. His actions were correct and he was placed as guardian over the resting place of those less fortunate than him. They were taken and lost; he remains whole.

If the Travellers want to take the pod they will face protests from some crewmembers but it contains sufficient exotic materials to produce 4D SU. Dhokkez himself is preserved by vacuum and shows no sign of infection. There is nothing biological in the melted and reformed area of bedrock – organic material could not survive the temperatures it was exposed to.

If the Travellers choose to backtrack and find the 'nearby place' they will locate a world in the warm zone of a star system. It might once have had life but is now completely barren. The entire surface appears to have been melted with weapons of incredible power, which

also boiled away air and water if the planet ever had any. Other than a few impact craters and occasional volcano that pushed through the new top-crust layer, the world is oddly spherical and featureless. The firepower to do something like this is unimaginable to those with access to TL15 weapons.

TURNING POINT

This incident can occur at any point in the journey. The Referee should set up the incident by allowing the Travellers to become aware of disaffection and factionalism within the crew. Possible factions are discussed on page 48 but events thus far might indicate a different group arising, or perhaps there is no 'faction' as such but a number of disaffected individuals with a common aim.

Whatever the cause, some within the crew have become increasingly unhappy over the past few weeks. Travellers in tune with the mood of the crew will have some warning, although at first it seems that nothing is wrong other than the inevitable grumbling reaching one of its intermittent peaks. However, it soon becomes apparent that there is more afoot than irritation over a monotonous diet or a desire to look at something other than the same six bulkheads for a while.

The incident begins with an angry scene in the mess hall. This is not uncommon; most of the crew have had a shouting match with someone at some point. This one looks like the usual; a crewmember has been ground down by various annoyances, homesickness and routine and has reacted to a chance comment or disagreeable food. The individual slams crockery on the table, shouts abuse and storms out. After a moment everyone starts talking again.

It is soon apparent that there is more to this incident than the usual flare of tempers. Others drift out of the mess hall, then a couple of individuals leave more purposefully. If the Travellers investigate or are moving around the ship they will encounter little clumps of crewmembers arguing or angrily agreeing with one another about aspects of the mission. It is not exactly clear what the core issue is – everyone is angry about something, some people seem to be angry about everything and asking what is going on gets the Travellers a diatribe about whatever that individual is most upset about.

The issues seem small when taken individually. A troublesome bearing on the main infrared telescope array; a crewmember who eats with his mouth open; a locker in an awkward place the crewmember has to access twice a day. There is also an undercurrent of disaffection with the mission leadership. If the Travellers are officers some of this is aimed at them but other command personnel are also accused of failing to solve problems. In many cases these issues are not really the officer's fault or responsibility.

It may not be immediately apparent but this is a turning point in the mission. Enough of the crew are unhappy about something that a spark could ignite a mutiny. If the Travellers are not the command officers of the mission, the Referee should decide how they react to the situation. It may be that the commanders think the situation might just blow over once everyone has vented a bit or their reaction might be completely in the opposite direction. A clampdown by loyal crewmembers may be ordered, which may or may not be the spark that starts a mutiny.

The Travellers will determine the flow of events whether or not they are the current commanders of the mission. If they want to lead an insurrection, they may be able to seize control of the ship. If they prefer to calm things down or retain their existing posts they might choose to calm tensions or put ringleaders out of action. If the Travellers take action early they may be able to get control of the situation – mostly.

Calming Down or Inciting a Riot

Whether the Travellers want to defuse the situation or ignite it, they will need to talk to people or incite them by deeds. Skills like Persuade and Diplomat are useful but there are other options. Something as simple as remotely locking compartments can alter the situation aboard *Deepnight Revelation*. A party of loyalists arming up to protect the commanders could be taken out of the equation by trapping them in the armoury for an hour or two, or a potential ringleader might be locked out of the chamber where she hoped to harangue her colleagues into action. An alternative might be to distract everyone, perhaps by setting off alarms or throwing open the booze lockers.

The Referee should note that others will be aware of the same options and those with an agenda may implement them in different ways. This is not an organised mutiny; it is an outpouring of annoyance and disaffection that might actually be healthy in the long run. However, it could still get out of control even if nobody wants it to and there may be some who actively try to inflame the situation. Even then, these people may not really mean anyone harm. They may simply be lashing out for lack of a better option. If the Travellers can provide them with an opportunity to do so they may well calm down.

Prompt action in the early stages of the incident may allow a very 'clean' resolution, which does not involve anyone getting hurt or bad blood later in the mission but that does not rule out big changes. The Travellers might

position themselves as de facto spokespersons for the crew and leverage the influence that gives them to gain positions of power or may find that others have done so and now wield a lot of power within the crew.

Out of Control

If the Travellers do not gain control of the situation early on it will escalate, although not obviously. Reports start to come in of violence here and there. These are not connected and vary considerably. In some cases the 'violence' is actually a lot of noise and posturing where angry crewmembers stop short of fighting or where objects are damaged rather than people. There may be a few actual fistfights here and there but nobody really wants to hurt anyone.

The exception occurs when a small group of personnel arm themselves with improvised weapons and confront one of the expedition's officers or take control of a critical area such as one of the bridges or a power plant chamber. These individuals are not intent on harming anyone but their behaviour will escalate until the situation explodes into violence. It is likely that these are the most disaffected members of the crew or those with a score to settle. Alternatively, these might be counter-mutineers intent on suppressing what they see as a dangerous situation.

Whatever the case, the Travellers will become aware of a confrontation taking place or an armed party chasing everyone else out of a critical area of the ship. The Travellers can choose to ignore the situation but if they do it will become violent and people will be – at the very least – hurt. There may even be fatalities. The likely flashpoint is when an equivalent group with a different agenda enters the confrontation. This might be a security unit sent by one of the ship's officers or another faction, or just crewmembers defending their work area from what they see as a mutiny. If the Travellers choose to intervene they may be able to defuse this situation. They may also end up fighting both sides.

Aftermath

If the Travellers are not a decisive factor they will have to accept the outcome. It may be that nothing much changes in terms of who is in command of what but there may be some shifts either as a direct result of demands on the part of the crew or to remove troublesome personnel from positions of importance. A major upheaval might place mutineers in command of the ship, although that is unlikely at this stage. What is certain is that the way the incident was handled will have an impact on the effectiveness of the crew and may cause other incidents later. The Referee should remember that the Travellers live in a small community and their actions will have repercussions later.

Best Possible Outcome: The Travellers manage to use the incident to unify the crew, to identify and resolve issues. An example might be turning the incident into a ship-wide 'I'm mad about….!' session, in which crewmembers are invited to vent, followed by a wild party in which the crew somehow find themselves celebrating their frustrations and bonding over shared disaffection. MOR actually improves afterward, by +1 point.

Well Handled: The Travellers defuse the situation. Grievances are aired in a tense atmosphere and a few compromises are made. The crisis passes with the air cleared and there are no real changes for good or ill.

Could Have Been Worse: This is the best outcome possible if the Travellers do not intervene to defuse the situation. There are a few scuffles and personnel have to be moved around to avoid coming into contact with someone they had a confrontation with. Still, a few grievances are acted upon and the worst of the tension is relieved. MOR is reduced –1 point.

An Ugly Incident: There was violence and people got hurt. Some personnel roster changes are necessary, along with repairs to a few compartments. Some crewmembers will harbour permanent grudges and the effectiveness of the crew is undermined. CEI is reduced by –1, and MOR is reduced by –D3.

Completely Out of Hand: There was a lot of violence, equipment was damaged and people died. There are permanent feuds within the crew and some crewmembers will have to be dealt with. But how? Should they be confined for the rest of the voyage? Pushed out of an airlock? Even if things did not get this bad the Referee should ensure the Travellers have to wonder how they might deal with a particularly difficult crewmate and whether their measures would be acceptable to the rest. If matters did get completely out of hand CEI is reduced by –1, as is the DEI of every Division. MOR is reduced by –1D.

ALIEN ENCOUNTER

Deepnight Revelation detects an anomaly somewhere in the current star system. An object is reflecting light from the star and other forms of radiation in an unusual manner. It is not large; perhaps 10–15 displacement tons. Its trajectory is inclined sharply to the plane of the current system and appears to be unstable. The object is not under power but may have been at some point as its current velocity would not be naturally achievable. In a few years the object will spiral into the star and back-plotting the path suggests its trajectory was established in the past 20 or so standard years.

Closer investigation indicates the object is a fragment of a large starship. It appears to be an open space, perhaps part of a storage hold or docking bay, with the jagged remains of other compartments still attached. There are no personnel present but hatches and arrangement of the space suggest a roughly human-sized crew. Further analysis of the wreck will require a research project. Rules for such projects are found on page 81 of the *Referee's Handbook*.

The following facts can be discerned about the ship and its crew:

- The vessel was built at TL9 or so and appears to have been jump capable.
- The crew were roughly humanoid and comfortable in similar atmospheric and gravity conditions to humans.
- The vessel was probably around 4–5,000 tons in displacement but given its low technology it was probably an exploration ship rather than freighter or warship.
- No other wreckage can be found and the damage suggests a catastrophic jump emergence rather than combat or collision. A very detailed search might find some other fragments but this would require days at least.
- The ship has standard electronics but these were clearly developed without influences from Charted Space. No records or data have survived.
- There is no sign of contamination by the Deepnight Entity.

At the present time it is not possible to determine much more about this ship or its origins. The science team are reasonably sure it is a jump-1 exploration vessel that suffered a misjump and that its disaster happened in the last few years. This suggests there is an intelligent species just starting interstellar exploration somewhere within a few dozen light-years.

If the Travellers think to try it, they could halt *Deepnight Revelation* and use passive sensors to search for signals from a technological civilisation in the area. This will be quite a lengthy process, requiring at least several days with the ship in near-silent running mode. There are various signals, some of which may be of intelligent origin but one in particular stands out. It is a repeated code pulse thart cannot be deciphered but which is clearly indicative of intelligence. The pulse is coming from a system several parsecs away, which means it was transmitted around the time the vessel met its end.

If the Travellers choose to investigate, they arrive in the target system to find no transmissions. Radio-frequency transmissions travel at the speed of light, so a signal being received now was actually transmitted some time in the past. The delay in reaching a distant receiver is equal to the distance in light-years. Further investigation leads the Travellers to another puzzle.

Deepnight Revelation picks up a strange energy signal, similar to the one detected coming from the dead Leviathan. As they investigate, a small Leviathan – about 100 metres long, emerges from a strange clump of asteroidal debris and begins moving towards the ship or subordinate craft. It will fly parallel to the craft or *Deepnight Revelation* for a time, before darting away at immensely high acceleration and floating lazily back. Accelerations of over 15gs are observed and the creature is emitting a gravity field not unlike a manoeuvre drive. If the Travellers think about it, they will notice that the Leviathan keeps darting towards the clump it emerged from. Could this be a nest of some kind?

Eventually the Leviathan moves behind *Deepnight Revelation*, where few of her weapons can bear, and begins following her. It suddenly puffs out its 'feathers', a gesture the Travellers may construe as hostile. In fact it is simply absorbing the unusual energy emitted from *Deepnight Revelation's* drives; tasting the ship, as it were. If the Travellers open fire the Leviathan will respond with a 'spin and nudge' attack and flee at 20gs or so acceleration. It will not go to the asteroid cluster, other than to hide behind it from weapons fire. Nor will the Leviathan return if fired upon. It will seek escape and stay out of reach of the Travellers no matter what they do.

If the Travellers do not fire upon the creature it will eventually return to its pattern of darting towards the debris clump, losing interest after a few hours if the Travellers do not respond. If they do, they will be able to detect a sizable segment of starship-grade alloy within the clump, surrounded by normal rocks that will begin to drift apart as soon as the Leviathan departs. It will hover nearby – again, this could be construed as a threat – whilst the Travellers investigate.

Within the clump is a section of starship hull about 40 metres long, made from the same materials as the wreck already found. It takes the form of a narrow tube, extremely cramped, with bulges at intervals forming compartments. It appears to be the aft end of a small craft or subordinate vessel.

Boarding the wreck requires entering the debris clump and making some careful manoeuvres, possibly with the Leviathan nearby. The creature does not interfere but the Travellers cannot know it will not. The fore end of the craft is completely destroyed, apparently in a collision. The internal bulkheads of the aft section held for a time, although they eventually failed and vented the ship to space.

There are two compartment-bulges. One seems to be a very cramped bunk space for several crewmembers, lining each side of a passageway running fore/aft. The second is obviously a tiny galley and eating area. Aft of this is another bulkhead – also distorted and breached – leading into a small power plant/drive chamber. The controls and systems are of alien design but their function can be discerned by the Travellers without undue difficulty. There are three vacc-suited bodies tethered together and to a central stanchion.

With some thought and perhaps a research project or two the Travellers may be able to piece together what happened here.

The People

The crew are humanoids, a little smaller and more lightly built than humans, with reddish-brown skin and a covering of something akin to a cross between scales and feathers. They have four fingers and two thumbs on each hand, and seem highly dextrous. They were explorers aboard a large vessel that originated hundreds of light-years away and met with disaster in the form of a catastrophic misjump. Little more can be determined about these people at this time, other than they breathe similar gases to humans and thrive in the same conditions of gravity and temperature.

The Craft

The craft is a jump-capable scout carried aboard the exploration vessel, which was used as a lifeboat when the main vessel was destroyed. Although horribly cramped, these craft ranged out from their parent ship. The crew were prepared to accept grave discomfort and claustrophobia for the sake of knowledge. The three survivors did not get far in their lifeboat. After a couple of jumps they discovered – too late – that their boat had been damaged as well and ultimately crashed into an asteroid. Internal bulkheads failed slowly, resulting in a slow death far from home.

The Exploration Ship

The exploration ship was large but filled mostly with fuel tanks and bulky low-tech drives. It suffered a misjump early in its voyage, hurling the vessel a huge distance whilst the drive gradually broke down. The exploration ship's failing drive permitted jumpspace intrusions into the hull, although the field did not completely collapse until emergence. Much of the ship was a scattering of atoms at that point, although a segment of one of the docking bays survived along with a handful of the crew. As the wreckage of the ship drifted apart the survivors boarded their ersatz lifeboat and tried to find a habitable world.

The Leviathan

The Leviathan is immature and curious. It had nothing to do with the crash but was attracted by the crew's final distress signal. This was transmitted for a period of around five months until power ran out. The crew were long dead by that point. The Leviathan instinctively tried to cocoon the wreck in debris in the hope it would heal or

others of its kind would come, and it has hung around the system ever since. All this happened 14 years ago, which is a very short time to a Leviathan.

The Leviathan is about as smart as a housecat and has never seen a crewed starship before. On an instinctive level – it has no conscious thought – it believed the craft was a wounded creature similar to itself in some way. It takes the faint residue of emergency power as a sign of life and is still trying to help the craft although it does not understand what it is.

If the Travellers figure this out, they might compare the Leviathan to an animal that finds a wounded creature not like itself and tries to help it. Some of the damage to the craft was caused – long after the crew died – by the Leviathan using its gravitational control to nudge the craft in the way an animal might hopefully prod for signs of life. When *Deepnight Revelation* appeared, the Leviathan, albeit wrongly, thought she was another creature of the same kind as the wounded one and tried to get help for it. If the Travellers fired on the Leviathan, it will be confused and frightened. It might even be that this innocently benign creature might become a threat to other starships in the region. This is, of course, beyond the scope of the *Deepnight Revelation* campaign.

Salvage

The alien craft can be salvaged for components or brought aboard and placed in any space capable of holding 50 displacement tons of craft. The bodies have been preserved in their suits and could be studied, although they will begin to decompose rapidly unless placed in a low berth. How the Travellers treat these bodies may become relevant later in the campaign when they encounter the parent civilisation. Likewise, whilst the wreck could be salvaged for 3Dx1,000 SU worth of mundane materials and 4D SU of rare materials, keeping the wreck in the condition it was found in will enable it to be returned to its homeworld.

FINAL RENDEZVOUS

When *Deepnight Revelation* approaches the rendezvous point she finds Task Force Demnan waiting for her. This is a long-term, extended-range joint Imperial Navy and Scout Service mission sent ahead of *Deepnight Revelation*. The personnel assigned to this mission were required to make a transit of many months from Tobia, then conduct local exploration whilst awaiting *Deepnight Revelation's* arrival. They have been in space a very long time and are weary to say the least.

The task force consists of a converted naval support vessel, the *Varikuur,* which is capable of undertaking repairs and an escorting destroyer. There are also two supply ships and a handful of scout vessels. These have been surveying nearby worlds and setting up beacons to guide *Deepnight Revelation* to her rendezvous.

An overhaul carried out by *Varikuur* will take about three weeks, during which time troublesome personnel can be transferred to the other ships to be sent home and replacements may be available. Most of the task force personnel simply want to go home but a few have begun to feel the call of the vast unknown. Casualties can be replaced, although not always with ideal personnel.

The Demnan system has already been explored by the task force. It is a trinary system, centred on an F7 (yellow-white) main-sequence star with a K2 (orange) close companion and a G2 (yellow) distant companion.

DEMNAN PRIMARY ALPHA (F7 Star)
DEMNAN PRIMARY BETA (K2 Star)

1	Terrestrial
2	Large Gas Giant
3	Belt
4	E567000-0 (Breakroom)
5	Belt
6	Large Gas Giant
7	Terrestrial
8	Small Gas Giant

DEMNAN SECONDARY (G2 Star)
No significant bodies

The task force has explored the Demnan system and made a cursory survey of some surrounding worlds but has mostly been busy setting up mobile dockyard equipment to service *Deepnight Revelation* when she arrives. An extensive groundside camp has also been created on the fourth planet. This fortuitously turned out to be a habitable world, which some wag among the survey team named Breakroom. The task force is rotating personnel through the planetside installation, which is sufficiently well equipped to be considered a temporary starport.

Deepnight Revelation receives a good overhaul, followed by some tests, and the task force has been creating stockpiles of food and supplies for the expedition and its own long journey homeward. The Travellers and their crew can take a couple of weeks or more to relax and prepare for the next leg of the journey. If they want to launch an expedition to a nearby neutron star and return to Breakroom, perhaps as a shakedown after the orbital refit, the task force commander will agree. However, she and her crews have been out beyond the frontier for many months and want to head homeward. They are respectful of what *Deepnight Revelation* is doing but that will only go so far. Dallying needlessly will antagonise the task force sooner or later.

At some point a departure date must be set. If the Travellers do not think of it, someone among the task force proposes building a monument of some kind and holding a farewell ceremony. This is an initially formal affair but becomes surprisingly emotional. The Travellers will take fond memories with them out into the unknown; memories of impromptu bring-a-bottle parties in mess rooms aboard different ships, of cookouts around brushwood fires, of waking up in a planetside hut as the three suns of the Demnan system rise. There may be some awkward farewells.

The Travellers may feel slightly deflated that they are not the first to come this far out, especially if they start swapping tales of their adventures along the way with the task force crews. However, this will make the parting even more of a wrench as the Travellers leave behind the last humans they can expect to see for two decades. As they return to *Deepnight Revelation* the planetside camp is being struck behind them. In a few days the task force will turn for home and the expedition will be truly all alone in the great wilderness of space.

REFEREE'S NOTE:

The Demnan system was generated using the rules presented in the *Deep Space Exploration Handbook* in *The Great Rift* box set. These rules permit a star system to be quickly generated, starting with the most significant bodies (stars) and proceeding to planets. One world in the system seemed promising enough to fully generate using the standard *Traveller* system, producing a UWP that indicated a habitable world. This was very fortunate for the expedition but not pre-planned on the part of the game designers.

The Referee should ensure that Travellers realise that 'no significant bodies' orbiting Demnan Secondary does not mean there is nothing there at all. The secondary system might have a few dwarf planets or even planets the survey failed to detect, and will almost certainly have comets and planetoids. This may be important as the Travellers proceed, so the Referee should make sure the Travellers' attention is drawn to the possibility by mentioning how ships from the task force have surveyed the comets and planetoids of this otherwise empty sub-system.

EVER ONWARD

From Point Demnan, the Travellers are in more or less uncharted space. Their own sensors can tell them a lot about the route ahead and they have centuries of astronomical observations to provide a general plot of star positions. However, the reality is that they are about to plunge off the edge of the map.

The Travellers may elect to begin their transit spinward to Point FSY-X immediately or investigate the nearby neutron star Garva-411. They may have already done so as a shakedown cruise after their refit. In any case, the data below can be used.

Garva-411

Garva-411 is the remnant of a star about two and a half times the mass of Sol. It underwent a supernova event in the very distant past, hurling out pulses of radiation that sterilised nearby worlds. This was long enough ago that suitable planets have developed life since. Garva-411's own inner system planets were destroyed as the star expanded into a giant, leaving a few remnants in the outer system.

Garva-411 was more electromagnetically active in the past but its spin is slowing and emissions gradually falling off. In a few tens of millions of years the star may cease to be a useful navigational beacon but for now it is a known reference that may become familiar and even considered friendly by the Travellers – a light in the darkness showing the way home.

GARVA-411 (Neutron Star)

1	(Wide Inner System Empty Zone)
2	Belt
3	Eccentric Terrestrial
4	Small Gas Giant
5	Eccentric Rogue

The inner system was swept clean of planets in the star's giant phase and outside this zone of total destruction there is a wide but sparse planetoid belt. The only terrestrial (rocky) planet in the system was once a gas giant moon, freed perhaps when its parent was destroyed. The former moon now orbits at a steep angle to the system's ecliptic. It is unexplored and can be generated as an outsystem planet using the standard rules if *Deepnight Revelation* chooses to visit.

Beyond this orbit is a small and unremarkable gas giant, which used to lie at the outer edge of the system. It is now settling into a closer orbit after a long period of disturbance, which may also account for the rogue body spiralling out of the system. In millions of years this small planet might be captured by another star system.

There are no ruins or signs of life in the system, nor should the Travellers expect to find them in such a place. Instead, Garva-411 is an example of what the Travellers will found out in the darkness – snapshots of an ever-changing universe.

The Referee should note that there is no real danger to *Deepnight Revelation* from the neutron star's gravity,

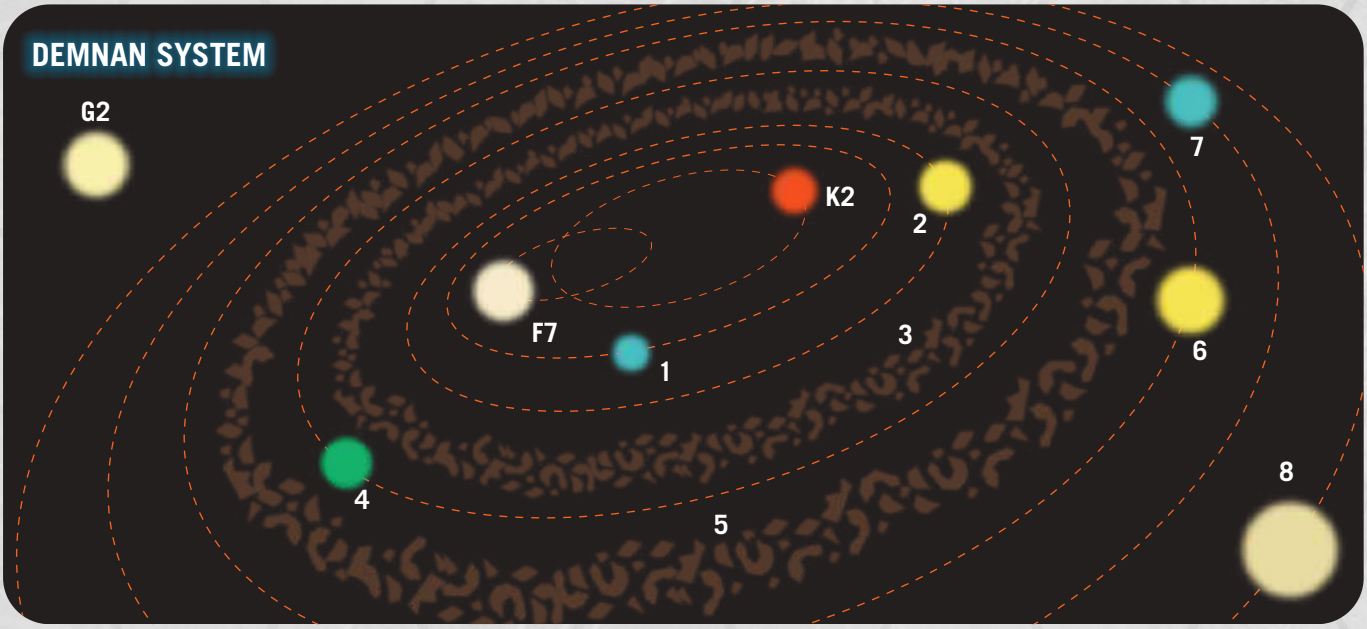
which is no greater than that of a large main sequence star. However, the gravitational field increases rapidly if the Travellers approach too close, which could get them into trouble. Likewise, the usual 100-diameter limit for jumping vessels does not apply to a neutron star. The gravitational influence of the star creates a zone of influence equivalent to that of a normal star with the same mass, even though the neutron star has collapsed into a much smaller volume.

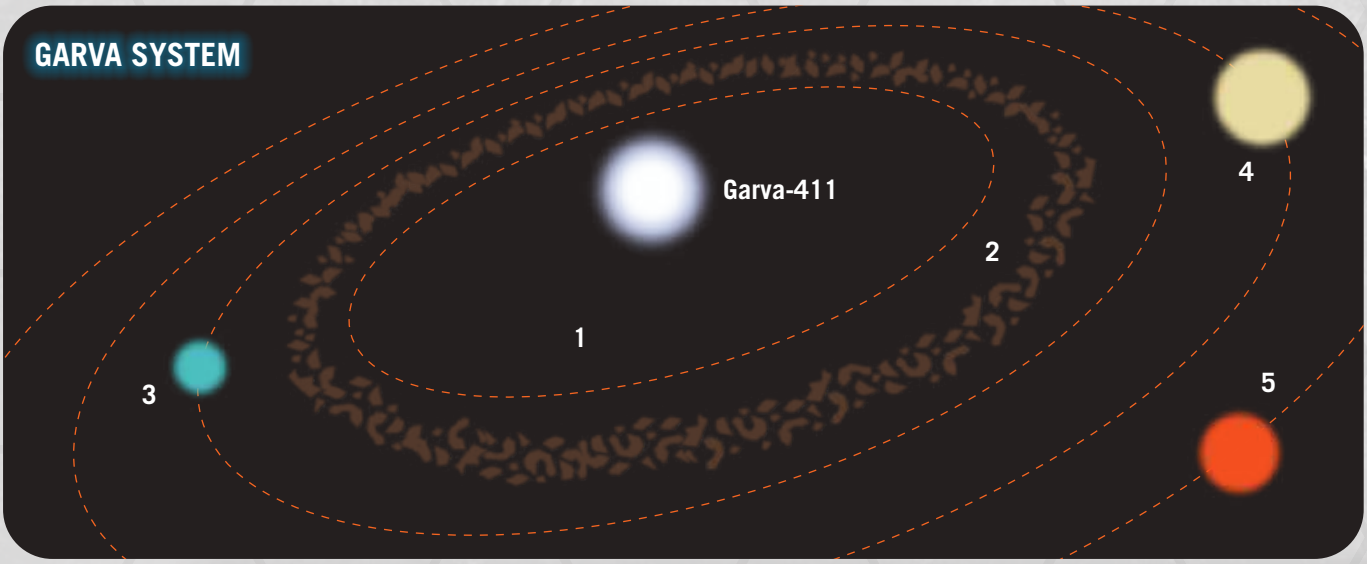
The jump influence zone (equivalent to the 100-diameter limit) for Garva-411 is around 2.2 Astronomical Units. The zone of destruction caused by the star's giant phase was much wider than this, so there really is no reason for the Travellers to approach this close. In any case. this limit applies only to jump drives; normal manoeuvring is entirely safe even much closer to the neutron star, although there is no reason to go there.

Garva-411 represents an opportunity for the Referee to demonstrate the gravitational effects of a neutron star and ensure the Travellers are familiar with the idea that a very dense object does not have the same sort of 100-diameter jump limit that a planet or star would have. This is significant in the campaign finale and may be relevant at other points in the voyage as well.

Onward

Whether they visit Garva-411 or head straight towards Point NSY-X, the Travellers will need to plot a route for their first Reach. The standard cycle should be used, with the Travellers gathering data, planning jumps and setting out goals to be met along the way. From this point the Travellers are captains of their own fate, with no outside help available. The great voyage of *Deepnight Revelation* has truly begun.





CHAPTER NINE

CAMPAIGN NOTES

Deepnight Revelation has a start and an end point, however how the expedition progresses between those points depends entirely upon the actions of the Travellers. Even if they are not the official commanders of the expedition, the Travellers will decide its fate.

The expedition is broken into segments for the purposes of the *Deepnight Revelation* campaign but there is no reason why the Travellers might not wander off to investigate something along the way and have all manner of adventures outside the overall campaign structure. Indeed, the possibilities are so limitless that it is not possible to present more than a framework for individual Referees to build their own storylines around.

THE DEMNAN RENDEZVOUS

The first segment of the mission is covered in this volume. As the Travellers push spinward from Tobia they first pass through known areas. The Trojan Reach is detailed in the *Pirates of Drinax* campaign set and several sectors beyond have been the subject of unofficial or semi-official publications. There is no requirement for Referees to use any data from any source but availability of information may make this attractive – especially to Referees using Travellermap.com to plot the early stages of the mission.

Referees should note that Travellermap and the Traveller Wiki are open to submissions from any user without an approvals process, so data found on these sites may not be canonical and may or may not suit the needs of the Referee's campaign. Any such information should be used judiciously or ignored if the Referee prefers a different version of nearby space. However, it should be noted that these areas have been explored by Imperial, Aslan and Zhodani scout ships, and that vessels from these powers might be encountered within a sector or two of the border.

Beyond the first couple of sectors, less is known. Long-range missions have been sent into these regions and it is possible the Travellers might stumble upon a forward base operated by one of the major powers. This would not be much of a problem if it is an overt installation supporting exploration but a secret military base might

ABDICATION OF RESPONSIBILITY

The Travellers may not want to be responsible for planning ahead, nor for keeping track of supplies and such like. If they wish, the Travellers can abdicate responsibility for these tasks... but this comes at a price. If the Travellers prefer, the Referee can run the senior commanders and assume they are dealing with all the logistics of the mission. However, by doing this the Travellers agree to accept Referee direction about matters of supply and, of course mission, orders.

In other words, if the Travellers do not want to plan the expedition they have to go where the commanders tell them. If they do not want to keep track of supplies themselves then they are short of supplies when the Referee says so and to the extent the Referee decides. There is no middle ground here; if the Travellers want to be able to avoid a situation imposed upon them by shortage, they will have to ensure there is no shortage!

Likewise, if the Travellers decide to overthrow the commanders and take control of the ship they will have to manage its supplies and make all other decisions. They could, of course, appoint someone to do it for them but this again represents abdicating responsibility. The Referee is quite free to dump all manner of problems on Travellers who expect him to take care of the bookkeeping for them.

Note that we are explicitly saying that if the Travellers do not want to keep track of supplies and other necessary items, the Referee should not trouble himself to do it in detail. Instead he simply decides when there are shortages according to the needs of the storyline or his own sadistic whims.

be less welcoming. The chances of encountering any kind of ship or facility connected with the major powers of Charted Space drops off rapidly as distance increases.

People living three or more sectors from the Imperial border will, of course, have heard of it but their perceptions may be wildly distorted. That may be amusing or dangerous. Some local powers will worry that a large cruiser from the distant Imperium is there to conquer them. Others will try to curry favour with the Travellers, based upon incorrect assumptions about their customs. Then, at some point, the Travellers will meet locals who have no idea where they are from. That might be a defining moment in the voyage.

There are humans and some Aslan living in the sectors spinward of the Imperial border, although their customs may be quite different to those of Charted Space. The population of humans declines as the Travellers head outward, although there is no sharp end-point. Instead the Travellers will one day realise they have not encountered a human or any species from Charted Space for many months.

Populations in general decline as distance from the Imperial border increases. There will be regions that are quite densely populated, usually in small enclaves around the homeworld of some minor starfaring species, yet further out the Travellers are more likely to find only isolated inhabited planets. This in turn means that local ecosystems will be undisturbed for the most part, so finding a species on two different planets should provoke curiosity. The usual answer to this question is that the Ancients transplanted many species but the Travellers are moving beyond the region where the Ancients were most active. Finding a garden world overrun by Terran rabbits might well be a strange experience for a crew so far from home – something familiar may trigger emotions long buried with crewmembers reacting in very different ways.

By the later part of the transit the crew of *Deepnight Revelation* should have established a good working routine and the Travellers should be familiar with the procedures they need to follow in order to progress with the mission. Incidents along the way should serve as fair warning for the future – if the Travellers fail to learn they need to keep careful watch on supply levels and take advantage of opportunities to restock, they will run into serious difficulties later.

If this section of the voyage is well handled, the Travellers should feel an increasing sense of loneliness as they head outward from Charted Space. The appearance of a scout ship from the task force at Demnan will be greeted with rousing cheers from the crew and parting after the stopover will be a solemn occasion. The Referee might even run a spinoff campaign featuring the crews of the task force as they make their way home to Charted Space. A navy destroyer is a powerful force in this region and the support ships would give a local power huge advantages over its rivals. Perhaps the task force will become embroiled in local politics or maybe it will arrive back in Charted Space just in time to be caught up in great events such as the outbreak of a major war (which is certainly coming...).

The crew of *Deepnight Revelation* may never know, given what lies ahead, but it may be that when the Travellers have to make momentous decisions their friends far away will be on their minds.

THE RIFTSEDGE TRANSIT

The Riftsedge Transit is the first expansion book for the campaign. It covers the voyage from Marshalling Point Demnan to an unspecified location in a general region designated NSY-X. This part of the voyage focusses on mobile exploration of a region, as *Deepnight Revelation* pushes on towards a possible crossing point on the Great Rift.

The Travellers will not encounter humans during this transit and starfaring aliens are extremely uncommon. One race has ventured into nearby space using a ramshackle proto-jump drive. Traces of these people will be encountered and the Travellers will eventually be able to locate their homeworld. Should the Travellers help these aliens? Might giving them technology be a positive or negative influence on their development?

The Travellers will also come across a habitable world infested by the Deepnight Entity and gain an appreciation of its potential. Destroying this entity will be extremely difficult, if not impossible, but leaving it intact means that sooner or later it will spread to other worlds.

The Riftsedge Transit is about the journey rather than reaching an end point. The Travellers should not simply dash through huge regions of space with a couple of skill checks. There are points of interest to be examined and wonders to be observed as well as problems to solve. By the time the Travellers reach the end of the transit they should have experienced many different kinds of world in a whole new way and gained insights into the development of primitive cultures. Only by experiencing the journey, rather than abstracting it, will the Travellers truly understand the enormity of their voyage.

THE NEAR SIDE OF YONDER

The Near Side of Yonder is the second expansion for the campaign. It covers a region on the fringe of the Great Rift, which the Travellers hope will contain a suitable crossing point. The search for a route across is complicated by the presence of three minor starfaring species in the region, all vying for control of key systems the Travellers need to pass through or visit.

Depending on their experiences in *The Riftsedge Transit,* the Travellers may be generous with technological secrets or willing to use their ship to assist other starfaring species. In so doing they could upset the power balance in the region and trigger an apocalyptic war. Refusing to help one or more of the local powers might make them turn hostile, complicating the Travellers' task in the area. Is the *Deepnight Revelation* mission sufficiently important to merit destabilising a whole civilisation?

The exploration element of this book is aimed mainly at searching for a suitable crossing point, although the Travellers may wish to investigate other systems as well. The Travellers may learn the value of low-key investigation and remote sensor operations before jumping into an inhabited star system. They will also have to decipher the languages and cultures of new races in order to negotiate with them. In this, the Travellers' scientific skills suddenly take on a new problem-solving aspect. Rather than collecting information to be stored and poured over later, the Travellers have immediate problems requiring practical applications of what they have learned.

The Near Side of Yonder comes to a climax as the Travellers begin their transit of the Great Rift. This is the most risky part of the whole voyage and the beginning of a new chapter in the story of *Deepnight Revelation*.

THE CROSSING

The Crossing is the third expansion for the campaign, and represents the midpoint of the journey. The events of *The Crossing* take place over a smaller distance than the other stages as the Travellers seek to overcome a series of obstacles to their progress.

Having found a route that permits them to obtain fuel, the Travellers are forced to follow it; unlike their transit to date, they are not able to pick and choose which systems they will pass through. *Deepnight Revelation* will be forced to take risks and linger in places her crew would rather not be. Along the way they find further evidence of the Droyne mission to Terminus Point and learn more about the mysterious Leviathan.

Having successfully crossed the Great Rift the Travellers will need to explore local space in order to find supplies and gain information about the route ahead. The dangers they face here are those of a hostile cosmos; lethal planets, flaring stars and gravitational anomalies that threaten to tear *Deepnight Revelation* apart. The experience gained on the rimward shore of the Great Rift will stand the Travellers in good stead as they begin the great transit to Voidshore – assuming there is enough left of the ship and crew to proceed.

THE FAR SIDE OF NOWHERE

The Far Side of Nowhere is the fourth expansion. It depicts a region roughly halfway through the Great Transit from the rift crossing to the Voidshore. By this time *Deepnight Revelation* is in poor condition and her crew weary. No sign has been seen of starfaring aliens for months, until a small outpost is discovered. The alien operators seem to find the Travellers familiar. Whilst they are puzzling over this, a trade ship arrives at the outpost. The crew are human.

Here, thousands of parsecs from Charted Space, on the far side of nowhere, dwell starfaring humans. They know nothing of Old Earth or Charted Space and are fascinated by the Travellers. There is exploration to be done here but the Travellers will also want to know how and why their kin are so far from home. This in turn leads to a set of very human problems – politics and conflict are constant, it seems, no matter how far people have come. The Travellers have an opportunity to repair their battered ship and even take on additional crewmembers, although nothing comes without a price.

The Far Side of Nowhere represents a change of pace in the campaign; a chance to return to some old-fashioned Traveller adventures. However, the stakes are higher than usual – a mis-step could terminate the expedition or force its abandonment.

VOIDSHORE

Voidshore is the fifth expansion for the campaign. It begins with a transit from the Far Side of Nowhere but focusses on exploration of the very fringe of the spiral arm. As the Travellers explore the region they become aware of another expedition in the area, leading to a tense encounter with other explorers. Whether these rivals become allies or enemies depends very much on the Travellers' attitude to them.

The Voidshore region contains many wonders and dangers, and once again the needs of the mission will require *Deepnight Revelation* to take risks the Travellers would probably prefer to avoid. Among the worlds of the Voidshore, the Travellers find the remnants of a long-vanished civilisation. There is evidence that the Droyne expedition also came here, perhaps suggesting they reached their goal.

The overall theme in *Voidshore* returns to one of exploration and discovery, with the Travellers piecing together clues to find the route of the Droyne expedition. Finally, all preparations made, the Travellers stand on the edge of the spiral arm and plot a jump into the unknown. Ahead lies Terminus Point and the final destination of the mission.

STAGING THE CAMPAIGN

Each of the regions covered by the expansions has a different flavour and presents a new set of challenges for the Travellers. This does not, of course, mean that the Travellers cannot have other adventures. Some elements will be repeated, such as the need to land on a habitable planet to stock up on food and these can be abstracted once experienced the first time. However, things can always go wrong and there are opportunities for adventure everywhere. Any task the crew undertakes can lead to a memorable incident.

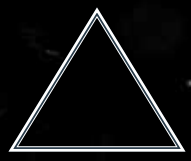
The Referee should not focus exclusively on the big picture to the exclusion of the details. It is the details that bring the adventure to life and such a mammoth undertaking as the voyage to Terminus Point deserves to be associated with a host of memories. Memorable incidents do not need to be dangerous, nor do they have to be major in their implications. The Travellers might treasure the oddest things – finding a drinking cup left behind by the Droyne expedition 300,000 years ago and putting it in the bin for them, or sharing a meal with an alien pilot whilst trying to communicate by way of gestures and various hissing sounds.

Overall, *Deepnight Revelation* is a big story that will eventually come to a big finale. However, the Referee should not rush there. Doing so deprives the Travellers of a once-in-a-lifetime chance to experience the wonders of the cosmos; to stand where nobody has ever stood before or gaze upon the ruins of long-dead civilisation. A big story needs little details to give it meaning and give the Travellers a reason to become immersed and invested.

There is a thread running through all the adventures and incidents which the Referee should be mindful of. For all their squabbles and petty differences, the galaxy is home to people capable of greatness. For all its uncaring harshness, it is a beautiful and wondrous place. When the Travellers confront the Deepnight Entity they will be fighting for survival but also for the beauty and wonder they have witnessed. An immature Leviathan trying to help what it thinks is a wounded creature; a band of starfarers sharing a last toast before they part forever; the lonely grave of a Droyne who gave his life to save his ship. These are the things the Travellers will fight for if the Referee stages the campaign well. Not for money, not for special items to give them more power, but to protect a glorious universe from something evil.

LIBRARY DATA

SPACEGOING CREATURES



Creatures that live in space are very rare but several species are known to exist. Others, previously unknown, will be encountered by the Deepnight Revelation expedition.

LEVIATHAN

The name 'Leviathan' was applied to a species of interstellar creature by one of the first human scientists to study them. Leviathans are essentially semi-sentient biological starships. They can vary in size from a few metres long to a kilometre or more, in a manner that may or may not reflect their age.

A Leviathan's body or hull – it is difficult to categorise – is whale-shaped, with a blunt 'head' and tapering to a mass of thin fibres or tentacles. It has no parallel to fins but the body is surrounded by a mass of branching tendrils, grouped in a manner that gives them a feathery appearance. The tendrils normally lie close along the body and undulate gently, giving the creature the appearance of swimming through space.

Leviathans feed off stellar radiation, essentially charging their internal storage by absorbing light and heat as well as other wavelengths from stars. Absorption rate is greatly increased by puffing out the feathery masses along the creature's body to increase surface area. Certain types of star are preferred for their emitted wavelengths and it is possible Leviathans dislike some kinds of radiation. They can absorb energy from other radiation sources including starships or high-radiation areas around some gas giants.

Leviathans do not need much in the way of physical nutrition, but from time to time one will dip into the upper atmosphere of a gas giant and puff out its 'feathers'. The Leviathan will absorb necessary materials to grow its complex internal structures, in the form of carbon and other building blocks of biological matter.

Leviathans emit radio-frequency signals, which may be a form of communication, but normally interact with others of their kind through a form of instinctive telepathy. A telepath attempting to make contact with a Leviathan will encounter an immensely strong psionic shield that shows no sign of being intelligently controlled. Prolonged study might permit some form of communication but Leviathans are not intelligent. All the telepath could perceive would be basic instinctive drives emitted at tremendous power. This would be like being exposed to a gigantic loudspeaker emitting two or three notes chosen at random, with one of them changing occasionally – overwhelming and not very informative.

For all their lack of intellect, Leviathans have some unusual psionic powers. They can manipulate gravity fields on an instinctive level, creating an effect similar to a starship's manoeuvre drive. Using this capability they can accelerate to a high fraction of the speed of light, apparently sleeping through the long years between one star system and the next. It is not clear how much thrust a Leviathan can generate in this manner; it seems to depend on how much energy it wants to expend. Usually a sedate 0.5-1g acceleration is observed but Leviathans are able to lunge forward at 20gs or more.

They are curious about gravitic fields, such as those created by a starship's drive, and will approach to investigate. One might even puff out its feathers to absorb radiation from a ship, a gesture that might be construed as hostile, or it may come into physical contact with the ship. If so, the Travellers may find the Leviathan has scraped parasites off its own body onto their vessel.

Leviathans are frequently troubled by leachers, parasitic worm-like creatures that attach themselves to its hull/body and draw out nutrients. A sufficiently dense infestation can weaken or even kill a Leviathan. Removing them is not an easy task for a lone Leviathan; parasites are often removed in a semi-telekinetic 'grooming' session in which two or more Leviathan rub together as if mating or dancing. The physical contact involved seems to have social significance but whether this leads to reproduction is unknown.

They occasionally leave behind a clump or pod of their body matter, which seems to function much as an egg would. Over the course of centuries the pod will undergo internal changes and finally come to resemble an immature, immobile Leviathan. It will then break free of whatever it was attached to – usually a deep space planetoid or comet – and make its way in-system to warm itself and feed.

Leviathans are treated as starships for purposes of combat, with Hull points and armour related to their volume. Leviathans generally have 10-15 Hull points per metre of length, although this can vary considerably. A typical Leviathan might be 300 metres long and have equivalent displacement to a 10,000-ton starship, giving it around 4,000 Hull points. Armour is typically around one point for every 10 metres of length, although this 'armour' is actually non-critical tissue and will be destroyed at the rate of one point for every 10 damage the Leviathan receives.

A Leviathan can deliver a slap to a vessel or another creature with its feathers, doing 1D of damage per 25 metres of length. However, this is not their primary means of attack. The ability to generate gravitic fields can be used as a weapon in various ways. A Leviathan might 'shove and spin' a ship, giving it a relatively gentle nudge to send it away. This will result in control loss, unless the pilot makes an Average (8+) DEX check, and will cause 1D damage to the vessel per 1,000 tons along with 2D damage to all crewmembers not strapped into seats or otherwise secured if they fail an Average (8+) DEX check.

A more focussed gravity surge can be created within a ship, causing damage that bypasses armour and goes straight to hull and systems. A surge of this sort causes a critical hit of Severity D3 and 20D hull damage. Some Leviathans can inflict more or less damage and it is also possible to accelerate objects at a ship or other target. However, Leviathans will more commonly fly away from a threat and usually respond to an attack that does not do much damage with a 'shove and spin' or contemptuous physical slap by way of a broad hint to leave it alone. They seem to be peaceable creatures with no natural predators, although they are troubled by parasites.

LEACHERS

Leachers resemble armoured worms or leeches, ranging between one and five metres in length. They will attach themselves to the hull of a starship or Leviathan, or burrow into metal deposits in a planetoid. Leachers have a ferocious looking array of 'teeth' around their maw but these are used for anchoring rather than feeding; feeding is by way of a secretion that dissolves the surface layer of the target, which is then absorbed by the leacher.

A leacher attached to the hull of a starship will inflict one point of damage per week as it slowly eats through the hullplate. Eventually this may cause a breach but in the meantime it is not likely to be detected without a thorough hull inspection. Once the Travellers encounter leachers they will probably begin carrying out occasional inspections.

Leachers are apparently unaffected by atmospheric and temperature conditions, and can survive being brought into the ship on the hull of a boat or pinnace. One that is disturbed will cling on with its head and lash its tail about, striking at anyone who comes close. Typically this will inflict 2D damage but a big leacher can cause more damage. Leachers have a tough outer skin providing Protection 4–6 and typically have 10 Hits for a one metre leacher, rising to 50 Hits for the largest examples. They secrete eggs in a bubble of materials they have leached out of the target, which eventually hatch into new creatures and crawl around seeking food.

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